VERSION 4.02

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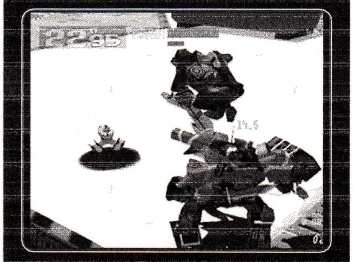
GAME RAVE

FEBRUARY 2000

PS2 | NINTENDO 64 | Dreamcast. | PlayStation

REVIEWS



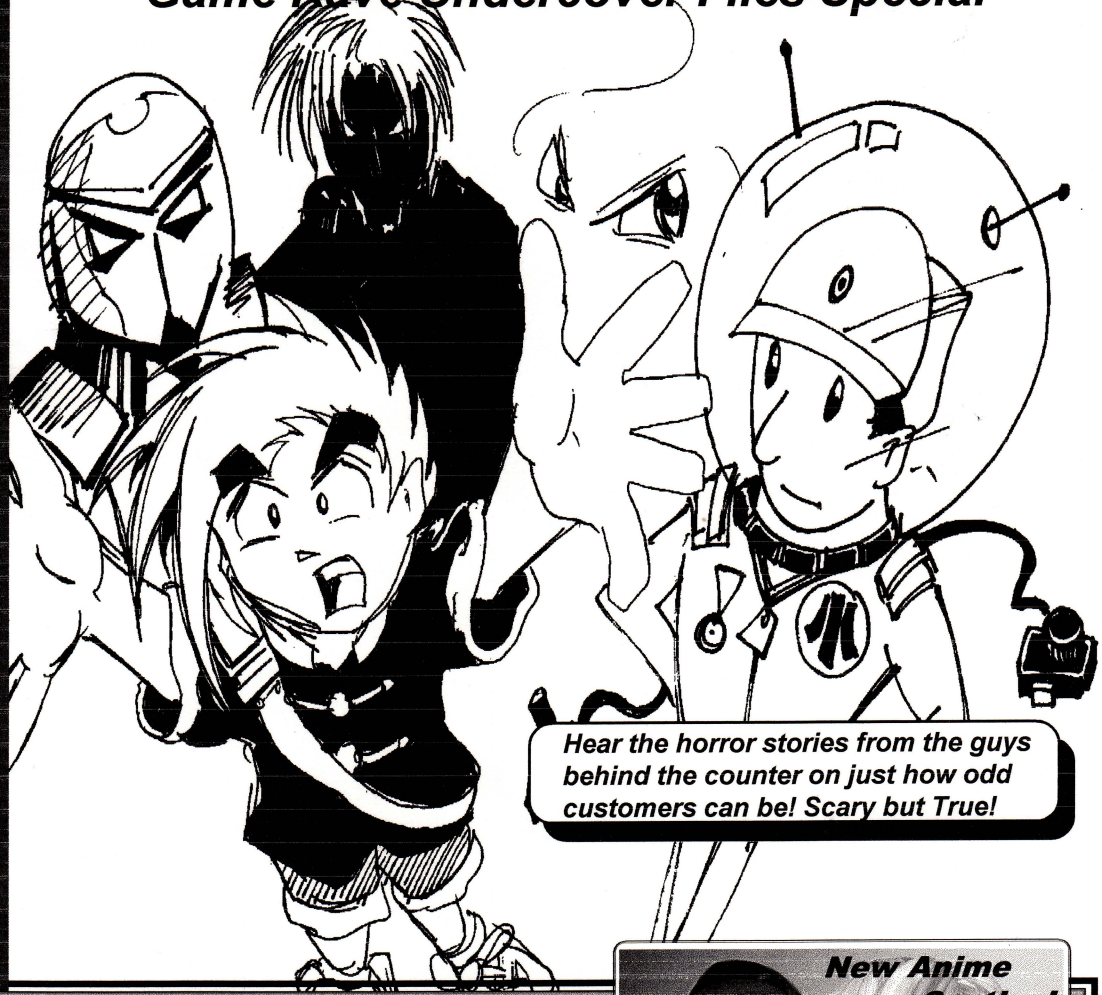
VIRTUAL ON 2
CRAZI TAXI
RR: JAILBREAK
SOUL REAVER DC
WILD METAL
BH: GUN SURVIVOR
MARVEL VS CAPCOM EX
BH: CODE VERONICA
SPACE CHANNEL 5
TARZAN 64
MARY PARTY 2
SS WARRIOR'S RAGE 2

GAMESAGES

CRAZY TAXI
MARVEL VS CAPCOM EX
EARTHWORM JIM 3D
ROADSTERS
NAMCO MUSEUM 64
SOUL REAVER DC
NHL 2K
ECW HARDCORE
MARIO PARTY 2
SNK vs CAPCOM NEO
BEAST BUSTER 1999

CLERKS:

Game Rave Undercover Files Special



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Game Rave Fanzine

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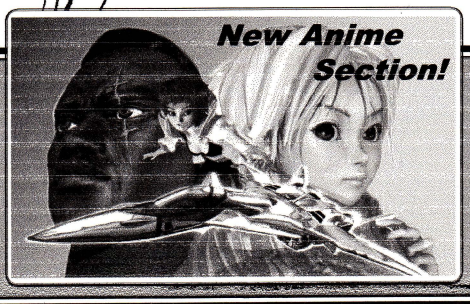

LETTER FROM THE EDITOR

Bored Games

Jason Dvorak

It's 7:01 PM on an idle Tuesday, and I keep finding myself with my head resting against the top of my monitor, my stare looking past the screen into some imaginary void beyond my computer desktop wallpaper. I hate February. It's always the slowest part of the gaming world, this time right after Christmas. It's too slow. While there are great games like *Crazi Taxi, Resident Evil: Code Veronica*, and *Mario Party 2*, they aren't the games I wanna play. It's those games you know you can't have just yet, like *Ridge Racer V, Final Fantasy IX, Street Fighter III: 3rd Strike, Perfect Dark*, and more. It's being so burnt out from trying to keep up with games that you want to play, need to play, and hope to someday finish and just trying to find the time to do it all.

Let's face it, right now everything sucks. *Perfect Dark* is about the only thing I am looking forward to on the Nintendo 64, aside from peeking at *Ridge Racer 64*. *Perfect Dark* isn't getting here till April, so the Fun Machine gets to collect some more dust.

The Dreamcast, while getting some great looking stuff from Japan in the form of *RE:CV, Space Channel 5*, and of course last month's *Shen Mue*, the American side has been decidely lacking. The past few releases have just been hand-me-ups from Playstation and sports games (no offense sports fans, I'm just not into 'em). *Street Fighter Alpha 3* still isn't out yet, and it won't matter when it does come out because I've played the import and PS version to death. *Shen Mue* isn't going to get here anytime soon, and a few of the wanna-play titles have been pushed back to a new release date. *Dead or Alive 2* is the only thing making me sit up and wait.

Then we have the Playstation, who unfortunatly is starting to finally age away into the gaming graveyard. If I see one more *Road Rash*, one more *Twisted Metal,* or one more *Tomb Raider* I'm gonna hurl. After playing *Soul Calibur* I can't even look at *Soul Edge/Blade*. I tried playing the US *Ace Combat 3* demo today, and realized I had already gotten tIred of the game a year earlier, when I was playing the import version of it.

Hell, I don't even have anything really interesting to say. I'm bored! There's nothing going on! Well, wait. If you think about it, Playstation 2 is supposed to launch in oh....2 weeks of this writing. 2 weeks! 2! Will get to play *Ridge Racer V*! No wait....let's cut away all the fanboy stuff for a second. It's the Playstation 2. Let's try this from a more dignified, person to person style discussion. It's the Playstation 2. Yes it has incredible graphics. Yes it's going to have a full fledged DVD player in there that will play your lovely litttle movies and it's gonna play *almost* all of the first generation games. However, let's be reaaaaaaaal honest; it's gonna be the same reaction that the Dreamcast received at launch. We're all gonna go goo-goo-gaa-gaa over the looks, but after a week we're gonna see that beneath that lovely eye candy shell it's still the same games we've been playing on the PS1. No matter how many people you cram on screen it's still gonna be the crappy *Street Fighter EX* engine. No matter how many blades of grass you have blowing in the wind, it's still the same *Tekken 3* you've played for the past year and a half. If people really think the Playstation 2 is going to slaughter the Dreamcast the minute it hits the shelves, they'll be sadly mistaking. The DC already has a good user base forming, and with the current market, most games over 4 months old hit the cheapie bin. Whose gonna spend $400 for a system and $50 on games when they can get a Dreamcast for $200 and some older titles for around $15-20?

Hmm..now it's 7:49 PM and I'm once again leaning against the monitor. I guess I'll just end this letter here, because I really don't feel like writing anything else.

See you next issue.

Bored, broke, and bumbling,

Jason Dvorak
Editor in Chief

GAME RAVE

Video Game Fanzine

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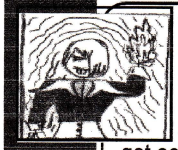
THE STAFF

Journal	Top 5 Whatever	Current Top 5 Games
Jason's been torn all over the PS2. He's drooling all over *Ridge Racer V*, but the news about the non-100% compatibility on PS1 games made him a sad, sad Dangerboy. Other things have been brewing about in his mental kettle, but those are foods for thought later on. Now about that March Issue....	***Top 5 Things on my "Gimmie!" List:*** 5) More games. All of them. Now! 4) A little more company support. I'm really getting sick of these cold shoulders I'm receiving. 3) More time. I'm still trying to figure out how without school I still have no time to do stuff.... 2) Raiden Project on PSX. 1) PS 2 with Ridge Racer V and SF EX3	5) Marvel Vs Capcom EX 4) Soul Calibur 3) Crazi Taxi 2) Various NES games. 1) Bio Hazard: Code Veronica
Finally setting up a network for his new computer, Sam is pooped. Was it worth it? Well, he still can't check his e-mail from his computer... things can only get better..right? Yeah, screw this, I'm going dancing..	***Top 5 JPOP artists:*** 5.) SPEED 4.) Trinity 3.) Black Biscuits 2.) Utada Hikaru 1.) Dreams Come True	5.) Capcom vs. SNK (NGPC) 4.) Neo nectaris (PCE) 3.) Street Fighter Zero 3 (Saturn) 2.) Art of Fighting 3 (NG) 1.) Shenmue (DC)
 Well, taking only 12 credit hours is paying off. Mike isn't stressing too badly yet, even though he had a midterm only 4 weeks into the semester. He's had time to study, get some decent amounts of sleep, and start to patch things up with his girlfriend, who, as always (almost), he's sending his love out to.	***Top 5 Ways to Procrastinate:*** 5. Sleep. 4. Drive for hours aimlessly. 3. Watch anime. 2. Play games. 1. Sleep.	5. Haven't really 4. been playing 3. too much lately. 2. Final Fantasy VIII (PSX) 1. Marvel vs. Capcom (Import DC)
"*sits back with smoke* Ah, yeah that was a good issue. Fonz Unleashed, eh? Hope they like it. Hm, might as well check out the mail I got today.... huh? we have to write stuff for Feb? Already? Well damn... feels like I just got done writing for the last issue... which I sorta did. OK. Talk about crap, talk about crap...um... RPLs suck. Let's see you have fun pulling down fifty sheets worth of books that nobody's bought. Yeah. That'll do it."	***- Top Advantages I get by being a 20 year old Dropout slob*** 5 I'm still sleeping, hold on. 4 I get to laugh at my friends as they go to school. Then realize I'm laughing alone. 3 Refrigerator tends to have little else other than case of soda, random snack foods. 2 Having a room with more clothes on the floor than in a drawer. 1 I have a full time job at Borders. Yes, my life has meaning. Really.	5 Wipeout 3 4 Jojo's Bizarre Adventure 3 Giga Wing 2 Xí Jumbo 1 Star Ocean 2nd Story
Well, life has been a little rough for the self-proclaimed 'gamer's champion'. Work has been a cruel mistress and he's trying to find a new place to set up his 'Ewok Game Village 2000'! On the up side, he's found outfits for his groomsmen for his upcoming wedding (please ladies, no more crying.) Otherwise, he's had his DC and his ever-growing game titles to keep him from going insane. (Hey, gotta keep up with Jason) We're slightly worried about Courtney though. He keeps raising his eyebrow, calling it the 'gamer's eyebrow', and talking in 3rd person. Must be a Minnesota thing.	***Top 5 singers that make my ears bleed*** 5 Britney Spears 4 Witless...I mean Whitney Huston 3 Mariah Carey 2 Christina Agu...whatever the hell her name is! 1 ANYTHING by any 'boy band'!!!	Top 5 games 5 Mario Party 2 4 Tech Romancer 3 Space Channel 5 2 MTV Music Generator 1 Biohazard: Code Veronica
Zach's been seen at the local Wal Mart helping old ladies pick out games for their grandkids, even though he doesn't work there. He's drooling over the Dreamcast's March release schedule, so he can finally understand what's up with that kooky Alexia person in *Code Veronica*. His only complaint about February? Valentines Day sucked. Oh well.	***Top 5 Colors Turned Down For the DC Pads*** 5) Booger Lime Green 4) Mystical Maple 3) Cigarette Smoke Grey 2) Soylent Green 1) Lumberjack Plaid	5)Mario Party 2 4)Code Veronica 3)Street Fighter Alpha 3 DC 2)Crazy Taxi 1)Homo Pocket (Sega GT's Mini Game) {I'm not kidding either!}

CONTACT

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[redacted]

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[redacted]
Make Subject "Game Rave"

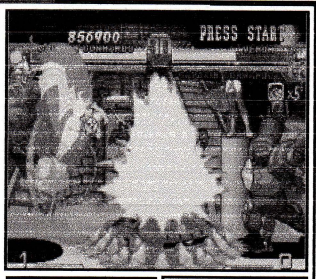
Hate Mail to:
Nearest Garbage Can
Somewhere in Your Room

GROUP REVIEWS

The Good, The Bad, and the Sometimes Ugly

Marvel Vs Capcom

1 to 2 Players - 1 Mem. Block - Dual Shock (at least...they say it does...)



PlayStation

TEEN T AGES 13+

Capcom
2D Fighter
1 CD ROM

Graphics 60
Music 50
Sound 30
Gameplay 75
Control 80
Enjoyment 70
Replay 70

75

Okay, now, we all know the bad stuff that's in here from the previous 2 games; the missing frames, the slowdown, etc. However, for some sicko reason, I found myself playing this non-stop while I had it. There's just something about learning the infinites and all new triple power move links that you can do thanks to the EX mode. There are some annoying problems though, like the new zoom in feature on Aerial Raves (hellooooooo, pixelization), there's not enough bonus goodies to be had past the standard artwork, and you must choose between your Tag Partner or your Special helper. The PSX controller does feel better than the DC one, but then....gah I dunno. It's a crappy version of a button mashy game that I kinda enjoyed for 3 days, and then let collect dust.

-Jason

Graphics 60
Music 60
Sound 10
Gameplay 75
Control 75
Enjoyment 40
Replay 10

30

Well, lemme just say one thing..."My god, the humanity!" This game blows more big, green, stinky chunks. The sound is all muffled to hell, the graphics are extremely chopped, pixelated, and slowed down, with tons of animation missing, and super cancelling is useless, because as the combo meter rises, the damage goes down, so a 3 super Wolvie combo does less damage than just doing a combo with one of them in it. Another really annoying thing is the zoom in. Whenever you do a throw or an air combo, the screen starts to zoom in, getting really pixelly as it does, and for air combos it just keeps zooming in. No character switching in battle still hurts, and infinite helper doesn't make up for it. Overall, I'd say stay far away from this travesty of a game.

-Mike

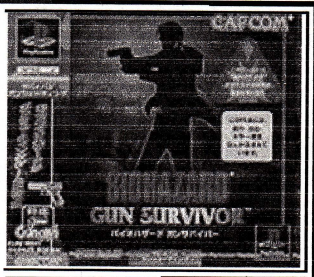
Graphics 43
Music 56
Sound 31
Gameplay 68
Control 78
Enjoyment 40
Replay 60

40

It's said that when it rains it pours, and I guess Capcom can't release one bad PSX game without another to follow it up. We all knew this was coming, both laughing about it and dreading it at the same time; now that it's finally here, there's not much to be said other than "why?" and a few head scratches here and there. Let's run down the list of problems:Sounds are muffled, the graphics are obviously suffering, there is a new and annoying zoom feature when performing air combos, there are small but noticeable load times each time a Super Move is performed (I guess this is because the background change has to load), and so forth. Unless you are in a quest to get every game Capcom has made or refuse to play any Capcom games not on the Playstation (and may Zeus help you in either case), you should avoid this like the plague.

Bio-Hazard: Gun Survivor

1 Player - 1 Mem. Block - Analog - GunCon Support



PlayStation

Capcom
Gun Adventure
1 CD

Graphics 60
Music N/A
Sound 50
Gameplay 70
Control 65
Enjoyment 65
Replay 50

50

This is all wrong. Here I am enjoying the hell out of *Code Veronica*, and this thing shows up. What we have here is a great concept (*Doom*-style game with Light Gun control), done completely wrong in all areas. The zombies have no animation to them at all. The graphics could be a lot better in certain areas. The game pace is a bit slow, and learning how to move with the guncon can get tedius in the beginning. I'd love to see this game better handled with the DC's D-Pad style gun, but for now, this game won't survive anything.

-Jason

Graphics 60
Music 60
Sound 70
Gameplay 60
Control 70
Enjoyment 60
Replay 30

60

"In the year 2000 disasterstruck," when this game was released. Capcom took the decent *Bio Hazard* series and made it suck. The graphics were downgraded and you are not able to save. Having to play through the entire game at once was a turn off, even though it was a relatively short game, and not being able to walk and shoot at the same time was another no-no. There really wasn't much on the positive side for this game, save for the same good ol' adrenaline pumping zombie killing action. Don't get this game, don't even get the US version when it comes out, it's just not worth it.

-Mike

Graphics 32
Music 00
Sound 78
Gameplay 25
Control 20
Enjoyment 00
Replay 50

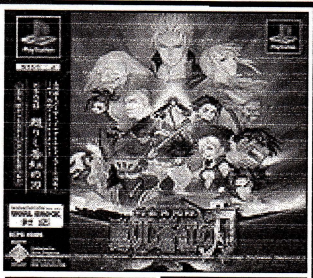
41

Let me start out by saying that this game stands as the complete antithesis of everything that I stand for in games lately, that being the combination of a *Bio Hazard* game with a *Doom* game. When I played this I didn't last too long nor was I interested in doing anything spectacular. Was I bored? Oh yes, definitely. But that's irrelevant in the true spirit of this review. What matters is if the game is valid enough to stand on its own as a valid purchase, and to this I say no; The graphics are lacking, the controls are infuriating for most, and the first-person view seems to hinder the play of this game at times. The thing that I fear the most about *Bio Hazard* is the large legion of fans it has that will justify this game even though anyone with half a brain should see the flaws that are presented here.

-Tom

SS: Warrior's Rage 2

1 to 2 Players - 1 Mem. Block - Dual Shock - PocketStation +14 Blocks



PlayStation

SNK
Make Music
1 CD

Graphics 63
Music 60
Sound 59
Gameplay 50
Control 52
Enjoyment 45
Replay 40

44

If this is an example of how Samurai Shodown 64 1&2 were for Hyper Neo Geo, then its no wonder why people hated that series,and will hate this game. Completely WHACK control scheme, sluggish response, cheap AI, so-so effects, chunky graphics, the list literally goes on and on. It's like they tried to combine Street Fighter EX, Tekken, Wild Ambition and Soul Blade together,then sucked out every redeeming quality of these games, and ended up with this...thing. The ONLY reason I can see any one getting this turd is for SNK's trademark character design, and even that's a stretch.

-Lavell

Graphics 60
Music 30
Sound 70
Gameplay 25
Control 10
Enjoyment 00
Replay 00

25

Whoa! Hold on...this is from SNK? I don't get this...crap character designs, horrible pause-ridden fighting, a ultra whacked button config and combo system and some decent sounds make up this little coaster of a game from the same company that gave us SNK vs Capcom Pocket. I don't want to know how this got released, I don't want to know if it's coming to America, just be warned; this one sucks the big katana.

-Battlebot

Graphics 70
Music 50
Sound 85
Gameplay 25
Control 20
Enjoyment 00
Replay 10

30

Holy mother of gaming! What in the name of all that is holy did SNK do?!? No wonder the Hyper Neo system sucks the big ones. Take everything you loved about *Samurai Shodown*, throw it out the window and then subject it to the crappy polygon count of Wild Ambition. No real play control, sloppy combo system, and, and, and...well just start to cry. It looks like *Samurai Showdown*. It sounds like it...but it is the saddest game SNK has made since *Samurai Shodown 3* on the PSX. Sob, sob.

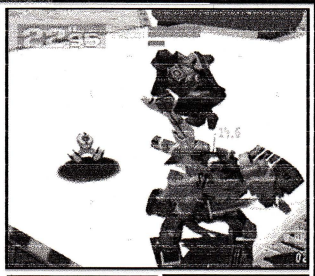
-Jason

GROUP REVIEWS

The Good, The Bad, and the Sometimes Ugly

Virtual On 2: OT

1 Player - VMU Compatible



Dreamcast.

Sega
Mech Combat
1 GD-Rom

Graphics 100
Music 80
Sound 90
Gameplay 90
Control 80
Enjoy-ment 90
Replay 80

85

After hearing about this game for over a year and never being able to find, it's nice to finally play it. The graphics are superb, and the game play is still mostly the same from the original, with only a few minor addons, like air dashing. The control suffers with the DC pad, but with the special twin-stick controllers available, if you want to spend the extra cash, you can get arcade perfect control. There are also new mecha, some completely new, and others upgrades of existing ones, and you can custom color your unit, adding to two player competition. This is a great mecha fighting game, and I highly recommend it to anyone with an import DC.

-Mike

Graphics 76
Music 70
Sound 72
Gameplay 73
Control 65
Enjoy-ment 70
Replay 70

71

Let's get this straight right now: I, have played every mech game; mech sims, action games, side scrollers, shooters, etc. This game, a much better version than the first game, is still the 2nd best mech game in existance. The graphics are stunning, with clear, crisp texturesand vibrant colors everywhere. (The arcade version still has better graphics.) Sound/ music is a dead-on match for this game, with electrifing shots and explosions. The control is a mixed bag. The DC pad is a poor substitute, partly from the fact that there are not enough buttons, and no customize option, like VO1 had. Mech designs/playability is slick and streamlined, lending itself to fast-paced battles. Another good DC game, that will hopefully see a US release soon. Oh yeah, the best mech-combat game? *Armored Core* series, 'nuff said.

-Lavell

Graphics 85
Music 75
Sound 90
Gameplay 85
Control 75
Enjoy-ment 85
Replay 80

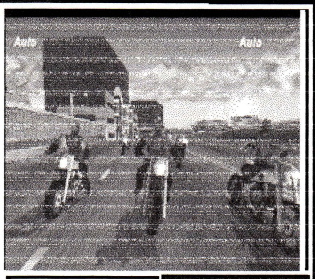
80

Why is Sega the only company who can't do an arcade perfect port on their own machine? Like *Crazy Taxi*, VO2:OT's graphics aren't as complete as it's arcade counterpart (though you need to be a nut case-sit-there-and-count-polygons -to-notice-freak, like I am), and the control is still there, but dammit the DC pad just keeps getting worse and worse. The Twin Sticks are much needed, but it's been rumored that they have the durability factor of zero. Is it still a great game? Yeah. Is it worth picking up? Mostly. *Armored Core* still has more depth, but VO has the speed and the weapons.

-Battlebot

Road Rash: Jailbreak

1 to 4 Players - 1 Mem. Block - Analog - Vibration - Multi-Tap



PlayStation

TEEN T AGES 13+

Electronic Arts
3D Motorbike Racing
1 CD

Graphics 60
Music 58
Sound 62
Gameplay 60
Control 68
Enjoy-ment 69
Replay 65

64

Not being a fan of this series, I think this is a very tired licence, simply because it seems that this game never really seems to advance too far in any aspect. Graphics: Better 3D-wise than the previous Rash 3d,(and that's not saying much) but the whole deformed faces thing is tired. Sounds/Music:Again, the actual effects, ambience, and taunts are better, but the music has taken a slight dive. Control:Definately better than Rash 3d, being that you can actually compete with standard digital control. Playability:It's fun to watch yourself and others get blitzkreiged by the cops and opponents, and the finally re-added vs mode adds to the longevity of the game, but there isn't much meat on the bones of this one. Rent it first.

-Lavell

Graphics 80
Music 50
Sound 85
Gameplay 80
Control 82
Enjoy-ment 77
Replay 70

72

If *Road Rash 3D* were the beta, then Jailbreak is the final version. What was horribly lacking in 3D has been made up for in JB, but it's still not enough to rescue yet another series that's getting beaten to death on the PS. The music is worse then ever, the control and speed are better, and heck, even I'll admit it's a trip to see the cops run you down, knock you off your bike and then run you over, literally. The graphics, while good, don't seem varied enough, especially when compared to RR:3D. Deep down, I think EA, as well as most gameplayers, realize this series reached it's peak with the first RR on the 3DO, and it's gone downhill ever since. EA needs to stop kicking this dead horse and move on to higher (and newer) ground.

-Battlebot

Graphics 80
Music 70
Sound 70
Gameplay 85
Control 75
Enjoy-ment 70
Replay 75

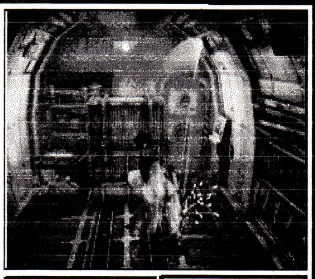
65

Well, hrm. It's *Road Rash*, again. This time around EA seems to have fixed all the problems 3D had, but that isn't exactly enough to bring it to a high ranking game. The new gangs, more police mis-adventures, and the 4 player mode are all welcome additions, as well as the slight graphical retouches. The problem though, is that this is still just another *Road Rash*. Like 'Bot to my left, the greatest RR was and still is the very first 32 Bit one. It had the speed, the charm, and it felt right. These last two just don't cut it. Hopefully EA will just start from scratch on next-gen systems.

-Zach

Bio Hazard: Code Veronica

1Player - VMU Card - Jump - VGA Support



Dreamcast.

Capcom/Sega
Horror Action
2 GD Roms

Graphics 100
Music 96
Sound 100
Gameplay 97
Control 93
Enjoy-ment 95
Replay 97

97

I don't know what draws me to this game more than RE3. Perhaps it's the real follow up to RE 2. Or, could it be the odd plot twists and the "loving" relationship between Alferd and Alexis. Nah! It's the fact that Steve looks like Leonardo DiCaprio! Whatever the reason, CV is the best thing since RE2. CV puts the horror back in 'survival horror' with Claire's accelerated heart beat when she opens certain doors and the blind corners where 'banders' reach out and touch someone (Mainly you). Yeah, it's a little cheap, but they're making sure you're awake. Also, making a surprise return is Wesker.I do however miss the 'dodge' feature that RE3 used. Overall, this is a great sequel for the RE series and should be welcomed with open arms from its long time fans. Be sure to look for the 'Matrix-like' scene about an hour into the game. Sweeeeeettt!!

-Courtney

Graphics 99
Music 99
Sound 100
Gameplay 85
Control 90
Enjoy-ment 90
Replay 90

95

Almost perfect. The hype and the wait are well worth this Evil incarnation, fellow readers. Those guys and gals at Capcom/Sega poured their heart and soul into this one. Graphics and sounds are incredible, the puzzles are great, though not as advanced as *Dino Crisis'* door keys, which I preferred. I do miss the dodge from RE3, but I take CV's serious side anyday over the B-movie stuff. The new 3D areas, the awesome camera angles and movie references (the Matrix one earned a "Hell Yeah!" from me) combine to make this the best RE, period. Oh yeah, I jumped about 4 times while playing this thing. Keep it up!

-Battlebot

Graphics 95
Music 90
Sound 100
Gameplay 90
Control 92
Enjoy-ment 100
Replay 92

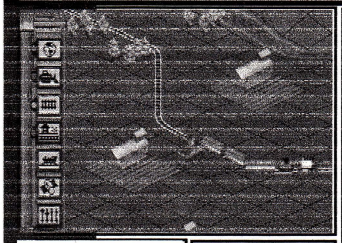
99

Fact: I have never really been into the RE series, but enjoyed them. Fact 2: I've just been converterd to an RE nut. CV is the proof of when all the right pieces are put in all the right places and presented in a no-holds-barred package, you can convert anyone. Graphics? Almost flawless. The detail in EVERY-THING is great, but not perfect. The water even ripples like *Wave Race's* when you walk through it. The sound...the sound earned every digit of that 100% score on my report card. From the moans, to the floor boards, to the weather, the effects are jaw dropping. CV also features one of the simplist, yet most bizarre plot twists I have ever seen, and it made me want to play even more. I also appreciate the more serious side taken with CV, as opposed to the B-Movie stuff in past RE titles. A game has to be truly mind blowing and addictive for it to get a 100% This one missed by a hair.

-Jason

ALSO RELEASED

The Good, The Bad, and the Sometimes Ugly



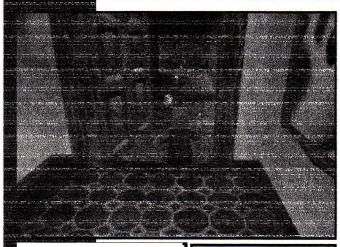
PlayStation — EVERYONE E

Railroad Tycoon II — Take 2 Interactive — Railroad SImulator - 1 CD

Fans of games like Theme Park and SIm City will appreciate Railroad Tycoon II. Like the others, you are the head honcho of your own business. It is your duty and the object of the game to meet specific finanical deadlins in order to keep progressing in the game. You can start with already built scenarios, or start from scratch. The game isn't as intricate as *Theme Park* is, but there is more to worry about, since you'll have to make sure you lay down track properly and buy up other properties to finance your railroad. The graphics and music do their jobs just fine, but the control of the on screen cusror and map can get hokey at times. The game is for a specifc audience, since there will be lots of time needed to properly run and play the game. This personally isn't for me, but others should check it out. -Zach

1 Player - 1 Mem. Block - Analog

Graphics 75 Music 70 Sound 65 Gameplay 85 Control 70 Enjoyment N/A Replay 80 Overall: **82**



PlayStation — EVERYONE E

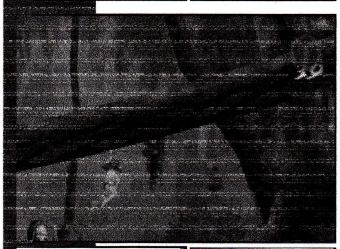
40 Winks — Adventure - 1 CD

Another in the looong line of Mario-esque adventure games, 40 winks is not without its charms: A largely unabused storyline, that is of course, geared toward a younger audience, and a colorful graphic style that is somewhat reminicient of Gex.

And being that it is basically derived from a Mario-style of game, you have to collect various items, such as cogs, to get anywhere. A decent game, muddled by the fact that 40 Winks can get pretty vague on what you are to do next. Music and AI are good and bad, in that order. The music matches the game appropriately, yet the enemies have an annoying tendancy to get some cheap hits in. Of course, as in all 3D games, the camera has a mind of its own. Still, better than Rascal. -Lavell

1 Player - 1 Mem. Block - Analog - Rumble

Graphics 70 Music 71 Sound 70 Gameplay 65 Control 65 Enjoyment 68 Replay 70 Overall: **69**



NINTENDO 64 — EVERYONE E

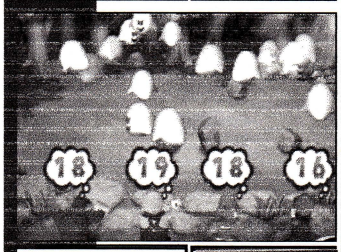
Tarzan — Activision — Side Scrolling Action - 1 Cart

Once again the N64 receives a PSX hand-me-up, this time it being the Activision game Tarzan, based on the Disney animated movie. For those that missed out on the PSX review, here's the low down. You play Tarzan, from his youthful days up into adult hood. You move from left to right, collecting banana's and letters, and coins, and all the usual platform items. You're up against the jungle's worst in your quest to go get Jane back. The game is pretty much exact to the PSX version, though here the graphics are a bit better and there's no FMV clips. Tarzan follows the same path that most Disney games take, in being a Mario-style clone, with only the physical appearance of each game being different. If you played *Toy Story*, if you played *Aladdin*, you've played *Tarzan.* It's a good game, but there's nothing original about it.

-Battlebot

1 Player - Mem. Pak - Rumble Pak

Graphics 88 Music 70 Sound 85 Gameplay 85 Control 80 Enjoyment 75 Replay 60 Overall: **80**



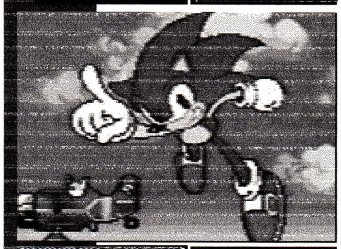
NINTENDO 64 — EVERYONE E

Mario Party 2 — Nintendo — Board Game - 1 Cart

Yet another original and wonderful game gets a somewhat better sequel. Mario Party 2 dumps our ego-driven Nintendo mascots back into the world of mini games and dice rolls. So just what's new and exciting in MP2? Well, they've brought in some new mini games, revamped some old ones, brought in new areas to play through, and revamped rules. The mini games are now a lot more friendly on the 3D Sticks, but they've made the games a wee bit too player friendly. Regardless if you win or lose, you'll still get some soryt of small reward, which cancels out the big time blow outs that were possible in the first one. There's not as many areas in this new version, but they added a lot more to the overall boards and costumes. It's a great follow up to the original, and it's about the only thing worth playing this month on the system. -Zach

1 - 4 Players - Cart Save - Rumble

Graphics 90 Music 80 Sound 85 Gameplay 85 Control 85 Enjoyment 85 Replay 85 Overall: **90**



EVERYONE E

Sonic Adventure — SNK — Action Platformer - 1 Cart

The New Guy (pic coming soon)

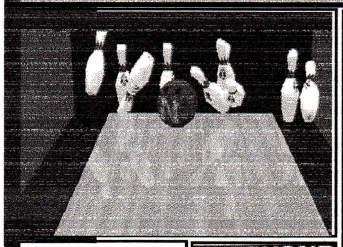
Hey look! It's Sonic 2 in bite size form! Well, not really, but it's pretty close. Sonic Pocket Adventure plays almost identically to Sonic 2, though that's not a bad thing. Basically, they took the same levels and reworked them into smaller versions. The biggest difference in the absence of Tails. Where is Mr. Prower when you need him? Where SPA really excels is in the special stuff in it. It saves your progress as you go, so you can always go back to any level you have finished, so you don't have to play the whole game in one sitting. There's a time trial mode and a mode where you can build puzzles. The control is pulled off well, and the music and sound effects are typical Sonic stuff. As always, the gameplay is very fun. The graphics are sharp, and you get a good sense of speed while shooting through those corkscrews. Definately a great game, but you can't help the feeling that you've done this before. - Bob

1 Player

Graphics 85 Music 85 Sound 90 Gameplay 95 Control 90 Enjoyment 100 Replay 80 Overall: **90**

ALSO RELEASED

The Good, The Bad, and the Sometimes Ugly



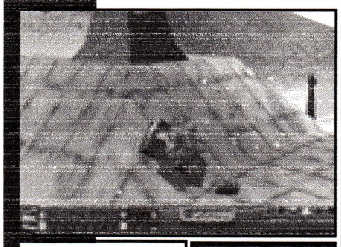
NINTENDO 64 | EVERYONE E

Circuit Pro Bowling — THQ — Beer Frames and Pins - 1 Cart

Here we have yet ANOTHER hand-me-up from the Playstation and YET AGAIN the N64 version is below it's older brother. The graphics are no better than the Playsation's in anyway sans anti-aliasing, but the N64 version seems pale in color when run side by side. There's also this annoying problem with the frame rate. When the ball is released, the 'lane camera' seems to cut the frame rate by some margin, and it's glaringly apparent. The reaction camera angles aren't varied enough either, since 99% of the time you'll get the 'above-pin' screen instead of the variety found o n PSX. The sound and music (what little there is) was yet again average at best, though some of the pin effects seemed slightly muffled. Play control is handled through the standard double-meter swing, with plenty of control options in moving and positioning your bowler. The sad truth is that this doesn't really hold up to it's 32 Blt counter-part, and definitly not to *Brunswick 2* on the PS. Gutterball on the 64.

-Jason

Graphics 75 Music N/A Sound 55 Gameplay 70 Control 88 Enjoyment 60 Replay 40 Overall: **65**



Dreamcast. | TEEN T AGES 13+

Wild Metal — Rockstar — 3D Tank Game - 1 GD Rom

Here's an interesting concept: Take a multi-player orientated map, throw some slow moving tanks onto it, and then remove the multi-player option. That about sums up Wild Metal, the newest action game for the Dreamcast. You're in command of one of four tanks, stuck on various parts of a planet trying to capture various colored capsules to get yourself access to the next stage. This sounds like a good time waster, but what could have been a decent game gets clobbered by some seriously slow gameplay. The tanks your in control of apparently have no accelerator pedal, because you'll be doing about 4 mph through out the whole game. The opponents you face aren't exactly the killer crop either. The best offense I got from the AI was one of the three wheeler cars running into me a few times. Otherwise they were grenaded right back to the little DC system in the sky without breaking a sweat. The vehicle designs aren't that great, but they are unique. My favorite tank of choice was the one with a giant ball for a tread. Poor handling, but it got down hill faster. The two player mode is a chore at best, since there's no real fast-paced type action to be found. Wild Metal could have been a great game , but it's slow gameplay and any real lack multi-player capabilities ruin it. Not as Wild as it should be.

-Jason

1 to 2 Players - VMU Card - Jump Pack

Graphics 70 Music 40 Sound 60 Gameplay 50 Control 50 Enjoyment 50 Replay 45 Overall: **50**

PlayStation | TEEN T AGES 13+

Mission: Impossible — Infogrames — Action - 1 CD Rom

Heh, in all honesty, this should have been in last issue's section, but no one wanted to play it. So here I am to fill you in on the obvious; M:I still sucks. Based on the Tom Cruise movie of yesteryear, the game loosely follows the movies plot with some added twists and other stages. You control Ethan Hunt, stiff and lifeless (and according to his cover pic, in heavy need of a toothbrush) as you work your way through mission based levels. These can range from getting items, to impersonating other people, to throwing the controller at the stupidity of the game. The bigest flaw in the game is that it does all the work for you. You'll walk by an area, and this little voice over pops up going "Hey, what a great place for smoke bomb." You'll also notice how Ethan will sometimes get stuck on furniture if you turn too quickly. Compared to the N64 version, the PS has actual FMV cinemas, and not as foggy graphics. Past that, you can heartily not accept this mission, thanks.

-Zach

1 Player - 1 Mem. Block - Analog - Dual Shock

Graphics 80 Music 80 Sound 82 Gameplay 79 Control 70 Enjoyment 55 Replay 40 Overall: **45**

Dreamcast. | MATURE M AGES 17+

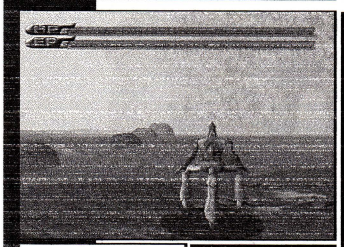
LoK: Soul Reaver — Eidos — 3D Action - 1 GD Rom

Okay, okay, ENOUGH. Can we please stop with the hand-me-ups? It's like that's all I've been playing this month, what gives? Like *Fighting Force 2 and ShadowMan, Soul Reaver* is just the same game from the PSX but now with much cleaner and sharper graphics, with some extra lighting effects here and there. For those that missed this the first time, SR is the sequel to Blood Omen from years back. This time you play one of Kain's soldiers, killed by Kain because he grew wings before his lord and creator. While the original was an overhead RPG, this game takes the action/platform approach. LIke every other Eidos game made in the last 2 years, you'll wander around caves and castles, searching for the right elements to solve puzzles and kill of the zombies and dead souls that plague your world. Yeah it's a great game, but the ending sucks and there's still some control issues with our little soul revaer. If you never played the PSX, pick this up.

--Battlebot

1 Player - VMU Card - Jump Pack

Graphics 90 Music 80 Sound 90 Gameplay 88 Control 85 Enjoyment 80 Replay 77 Overall: **85**



Dreamcast. | TEEN T AGES 13+

Seventh Cross — UFO — Life Simulator - 1 GD-Rom

Here we have the US Version of one of the original Japanese releases. *Seventh Cross: Evolution* (not to be confused with the other RPG, *Evolution)* is somewhat like E.V.O. and Sim Earth, only you're now the creature, not the god in control of everything. You start off by assigning colors to different character traits, and how you assign them will affect the way evolution takes place. With that out of the way, you begiin your new life as an amoeba. Yep. An amoeba. Here's you'll crawl around the little pool of water until you eat emough food to evolve into a real creature. From there, you simply must walk the land, evolving and surviving, fighting other creatures to do so. I actually like this concept a lot. Were it not for SC:E's poor handling of the difficulty, I think it could be a lot more enjoyable. This game is hard. I spent over an hour just starting out, because I kept getting eaten or killed by other amoeba in the sea. This gets you frustrated, since each time you die, the game has to reload itself, and you lose all that time playing. I really, really want to play this game and see what kind of other neat ideas the company had for the game, but right now, I just don't care because I'm sick of losing my life. When it hits the $10 bin, I'll pick it up. No sooner.

-Zachary Simon

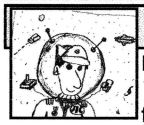
Graphics 75 Music 70 Sound 65 Gameplay 50 Control 65 Enjoyment 70 Replay 50 Overall: **70**

THE CLASSICS

A Time of Pixels, Key Pads, and One Button Controllers

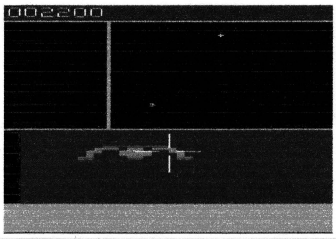
Hey all! Well, I'm not sure if we can call it official or not, but it seems that even the post office has recognized the impact early video games had on our culture. In the new 80's series of stamps they have a stamp for... yup... video game playing! The stamp shows two children playing on an Atari 2600. This stamp is in effect recognizing the fact that in the early 80's video game playing became deeply rooted in our culture and has since shaped what our society looks like today. So, next time you go to mail a letter, let the receiver know that you're a video game player! Ok, now onto the games; this issue I decided to go with a space theme, choosing games that all have a space theme in common (did I really need to say that? I must be swimming for words). All righty then, onto the games...

Star Trek: Strategic Operation | Sega | ATARI



1 Player - Simulator

Boy, what a great game! Even if you didn't like *Star Trek*, it was a great, fun game with a lot of good features. Based off of the *Star Trek: The Motion Picture* arcade game (still one of the coolest sit-down games made), this is the Sega home version. It uses three windows on your viewscreen. One shows your shields and your health, another shows an overhead shot of your ship and what is in the sector, and the third shows a first-person shot of the viewscreen. From there on it's pretty simple. You drive around a sector shooting the Klingons attacking your bases, and then warp to another to do the same thing! Every third stage is a "dodge the asteroids" stage. The action is fast, as you have to shoot them before they shoot you. There's no music, though the graphics are really decent for their time. The best feature of the game is the replay value; I still play this on my 2600.



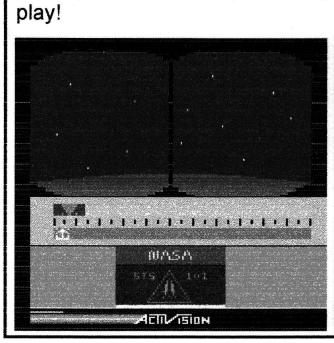
-Shane

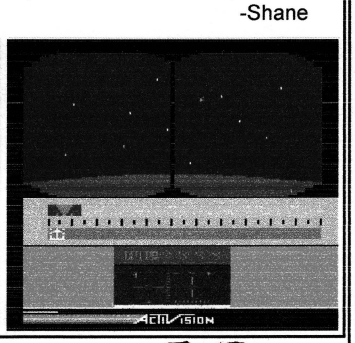
Space Shuttle | Activision | ATARI

1 Player - Space Cadet Stuff

What a really cool game! Activision pulled off a complex, graphically advanced game. You start off in the space shuttle on the launch pad. The countdown begins, and then BLAM! Take off! The first task is to keep on course by keeping the little cursor in the crosshairs of the screen at the bottom, under the view out the windows. This is not easy because it is constantly changing. If you make it past that, the next step is to achieve orbit (the same way as keeping on course). Next, a satellite comes by. Using the same process as before, you have to dock with it. It's not easy, and you have to time it right. Next is reentry and landing; you guessed it, keep it in the center of the crosshairs. What I left out was the fact that sometimes these lines you have to follow aren't always straight. All the time you can see out your windows to decent graphics of space and of the earth. The best is reentry, the screen flashes all different colors like you're burning up. Overall, a great game. This cartridge is rare, but if you ever get your hands on it, it's quite a fun play!

-Shane





Star Wars | Parker Bros. | ATARI

1 or 2 Player - Platform Action

As big a *Star Wars* fan as I am, it pains me to do this but... the home version sucks. Based off the vector graphics stand-up arcade version (which is available at DisneyQuest), this home version pales in comparison. No music, shoddy graphics, and bad control all add up to poor gameplay. The first-person view distorts where the shots will go and the graphics are confusing, not showing clearly what you have to shoot at. You start out shooting TIE fighters that follow the same pattern, then move on to the Death Star surface where I wasn't sure what I was shooting at. Last comes the trench, which has basically has nothing to shoot at before you blow it up. By that I mean I didn't even know I shot at the vent to blow it up, but I guess I did because I won. Then the whole process repeats. My suggestion? Find the original and keep that picture in your head.

Double Dare | GameTek | NES

1 or 2 Players - Kids TV Show

Alright, I admit it; I always wanted to be on Double Dare when I was younger. Yeah it was a screwball show, yeah Marc Summers was just a wee bit too goofy for his own good, but dammit, if someone gave me the chance to throw things at my brother and get prizes for it, I'm all there. The home version of the kids game show shares the same traits as I mentioned above. You want to play it, but you know there's something really goofy at the end of the game.

Here's how it works. You have two teams of two kids, who are asked question by the 8 Bit Summers. If you don't know it, you can dare the other team to try and answer it. If they don't know, they double dare you. If you still don't know it, you either try and guess, or take the Physical Challenge. The physical challenges are mini games you play, like cantaloupe bowling, ring toss, etc. The game's versions of these mini games don't quite work as well as the real game show, but they're not to bad.

At the end of the program, the winning team gets to run the Obstacle course, which are bigger challenges in which you need to grab a flag and hand it off to your partner. This is the goofy part of the game. Rather than take the time to actually make playable courses, all you do is jam on the control pad back and forth to make your kid run through the course. It's decent, but only worth if for answering old 80's trivia.

Double Dribble | Konami | NES

1 or 2 Player - Basketball

"Jump Ball!" Heck yeah, the original killer basketball title on the NES. This is one of those games that even the non sports fans can get into. The game featured a couple phoney NBA teams, with even worse mascots that ran by during half time., but no one cared about that. People cared about those ever sweet cinemas that showed a huge zoom in on your basketball player doing his dunk. People cared about taking that half time shot from the far side of the court just to hear that NES whislte and 'swoosh' sound as you rub it into your opponents face.

While the game never came close to it's arcade counterpart graphically (the arcade had more cinemas and color to it), Double Dribble still had the most important factor that any game could have; it was a hell of a lot of fun. If you still have an NES, you owe it to yourself to find thi scart and keep it safe and sound. I'm sure it's about 50 cents in the used market or so.

-Zach

OLD SCHOOL

The 16 Bit Days of Yesteryear

Welcome to yet another installment of Old School, loyal readers! Since Old School wasn't run last month, I missed the opportunity to say that I made a mistake when I referred to the *Tokimeki Memorial 2* characters being from TM 1. My mistake, it's a new cast.

I don't know about you guys, but my Playstation's library growth has slowed down, and I'm picking up a lot more cheap SNES carts. We finally got a Funcoland around here! I know, they have plenty of rip-offs there, but they also have a wide variety of cheap older games. And getting a free 32X in the past month also forces me to open up a new library of games for a new system... life is tough!

Mortal Kombat 3 - Williams/Midway for SNES

Remember *Mortal Kombat*? A great game for its time, it always attracted crowds at arcades. The game wasn't nearly as deep in gameplay or offered as many characters as the competition, but it had that blood and gore that kept people coming back. *Mortal Kombat 2* expanded on the first one, adding more characters, moves, and different kinds of fatalities, along with better graphics. With the popularity of the internet rising, Midway's MK3 release preparations included pushing it through the 'net, as well as hyping it in the magazines. After much waiting, the game finally hit arcades, and what a disappointment it was. Sure, there was the return of some old favorite characters like Kano and Sonya, but the game almost seemed like a cartoon at times, and featured an absolutely horrid combo system. Similar to the *Killer Instinct* combo system, moves are combined by opening with a certain attack, then pressing certain buttons to create a chain of attacks. It does seem fun for about five minutes, but after that it just becomes tedious, especially in a game that was never known for its combos in the first place. The fatalities seem uninspired and most are very unoriginal. The music has the same dark quality that the others had, and it sounds just like the arcade sound system is coming from the SNES, which also recreates the graphics almost prefectly, albeit with characters which are a bit smaller. There is almost no color loss as well. This is, however, probably one of the last "arcade-perfect" SNES ports, before 3D became an unspoken standard. This cart is a great port of the arcade game; too bad the arcade game wasn't too much to begin with. The series definitely peaked at 2. -Sam

Overall: 74%

Mega Man 7 - Capcom for Super NES

There are always those series that while they will never die, seem to lose that one small spark of greatness that made the original games in the series so great. Mega Man is one of the longest running series in video games, and it sadly has lost that spark. However, it lost it gracefully with Mega Man 7.

It seems sad really. The original MM games always had that cute aspect to them. Yes they were all robots, and yes, most of them were the bad guys, but there was just something about them big anime eyes and rounded bodies that made them as adorable as they were cool. The X series, as well as the Legends Series, have removed that cute-cool aspect and replaced it with something entirely different. In the X's case, it's a more dark, disturbing Mega Man of the Future. WIth Legends, well, I dunno. I hated it pesonally

MM7 was the last 'original style' game of the series. No armor power ups, no fireball moves, just Mega Man, Rush, and Dr. Light, doing the things they do best.

The game it pretty much what you'd expect, so I won't bother with petty details, but rather ask Capcom for one small favor; return to their roots. After seeing Marvel vs Capcom 2 head towards the 4 button set up, watching the versus series get trashed on the PSX, seeing a Strider game that has the words '3D' in it, and witnessing the terrible sequel that is Star Gladiator 2, I just want the old Capcom back. You know, the one that knew there was more to life than just Street Fighter and Bio Hazard. Where's the sequels to Area 88 or Ghouls and Ghosts? Where's a 4 Player 2D killer animated Final Fight 4? The list of possibilities goes on and on. Oh well, I'm rambling. Whatever.

-Battlebot

Neutopia -Hudson Soft for TurboGrafx16

How do you possibly compete with a game like Nintendo's *Zelda*? Hudson's answer? Make a game nearly identical to it in many aspects. This cart plays almost exactly like the original *Zelda*; one button is attack, the other can be used for various items, such as bombs, potions, and torching wands. *Neutopia* sends you into the shoes of Jazeta, who must save Princess Aurora from the clutches of the evil Dirth. To do this, you must collect 8 medallions hidden among 8 dungeons. This game does include catchy music, as well as bright and colorful graphics, but where the game falls short is in the gameplay. Jazeta can only attack in the four cardinal directions, and though this doesn't sound too bad, the enemies are usually about half the size of Jazeta, and they can slip above or below your sword pretty easily. Jazeta also has a rather large head, which seems like a magnet for attackers. The sequel does end up fixing a lot of these problems, but not quite all of them. Still, this is a very fun adventure game for owners of the Turbo gem. -Sam

Overall: 84%

August 2000.
Game Over?

IMPORTS

Hot off the East Side and Ready to Play

Import Updated Releases

Tokimeki Memorial 2 Expansion Disc Vol 1 - PSX - Dating - Konami

As stated a few issues back, *Tokimeki Memorial 2* was slated to have expansion discs roll out for it, and here finally is the first one which allows you to have EVS (Emotional Voice System) data with three new females. This item also comes with a magazine that parallels the one that you actually use in the game to coordinate date times and locations.

Vagrant Story - PSX - Action RPG - Squaresoft

While most of the hype that calls this a *Metal Gear Solid* killer seems to be unfounded, Square's latest game seems to resemble *Parasite Eve* in some spots, MGS in others, and rather stands as a conglomerate of game ideas set in a well-detailed graphic motif (done by the same artist who did *Final Fantasy Tactics*, so it's said). More interesting than that, though, is that the (in)famous Japanese magazine Famitsu gave this game a perfect rating (four 10s), so perhaps this does seem to be a valid acquisition.

Jet de Go! - PSX - Airplane Simulation - Taito

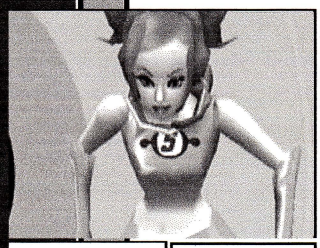
And so, Taito's series of games where you take control of a vehicle of mass transit moves on, and with this installation it takes altitude as well; lying at your hands is control of a passenger jet plane, and it is up to you to ensure the safe passage of customers from point A to B.

Roommania #203 - DC - Life Simulation - Sega

Not to be confused with any Konami product, this game takes the rather literal edge of a life sim and throws it in your hands. You're provided a single room apartment, a roommate, and that's it; what happens afterwards is completely in your control. Can you run a good household and get good grades at school, and possibly juggle a social life as well? (Hell, I personally can't do all those in real life...)

The Battle Between Konami and Namco continues:
Recently released in arcades here as well as in Japan is a game called *Silent Scope* from Konami, which provides you with the task of eliminating threats with the use of your sniper gun, working scope and all. Not to be left behind once again as they were with Konami's *Bemani* series, Namco will soon release their own sniper game in Japan. The twist is that Namco has acquired the license to incorporate the popular manga/anime series Golgo 13 into the sniper game itself. From this, it certainly seems that Namco is getting a bit more intelligent with their copying of Konami games, as compared to the past (such as with games like *Guitar Jam*), however a lawsuit from Konami isn't out of the question.

REVIEWS



Dreamcast.

Space Channel 5 | **Sega** | **Musical Matching - 1 GD**

I was looking forward to this game in a small way, I really was. Ulala certainly looks nice in pictures and I was somewhat hoping that I could find a music game to like that isn't made by Konami. Well, the search for the most part goes on after a few minutes with this. I think there's a reason why you don't see this game in movie form; until I actually played this I had no idea that Ulala walks around like a rag doll in an almost grotesque manner. I literally winced watching her at some points. But that wouldn't be nearly so bad if it wasn't for the fact that for some reason my button presses were simply not detected half of the time. I sincerely contend that it isn't due to any disability on my part, as I can play *Beatmania* in my sleep on my good days so I know I have at least some sense of rhythm, and for this game to tell me otherwise got on my nerves quickly and highly.

-Tom

1 Player - 5 VMU Blocks - Jump Pack - VGA

Graphics 90 Music 89 Sound 88 Gameplay 20 Control 31 Enjoyment 10 Replay 31 Overall: **73**

PlayStation

XI Jumbo | **Sony** | **Dice Puzzle Game - 1 CD-Rom**

I feared a sequel to Devil Dice, I really did. Seeing as how the first one deprived me of blinking, and hours upon hours of time, I really didn't know quite what to expect of a sequel and worried that the addiction would start anew. Well, upon getting the game, it has; for the better. New types of dice, better two players modes (competitive and cooperative), and more ways to move around, as well as a nice list of mini options all formed together in once tidy package make this an undeniably great sequel to Xí. My only complaint so far is that scores acquired from the normal play mode are NOT saved! Gah! What's the point of spending an hour to get 300000 points (which I did) to have nothing to show for it? None the less; take in as much Chu Chu Rocket hype as you want, just don't forget about this game in the meantime. When it comes here (to probably debut at $10 in Bargain Bins near you), give it an honest play. Many of you shouldn't regret it.

1-4 Players - 1 Mem Block

Graphics 91 Music 94 Sound 91 Gameplay 99 Control 94 Enjoyment 100 Replay 99 Overall: **94**

Dreamcast.

Berserk | **Ascii** | **Action - 1 GD Rom**

Now here's a man's game. Berserk (no relation to one of my favorite Atari games of all time, Berzerk), puts you in the control of one cool good guy. You're a muscle bound, broad (and we mean broad) sword carrying swordsman who is accompanied by a small fairy. You're job is to take out the evil infestations that are running amok in the land. The game plays very much like Nightmare Creatures. You have full 3D movement, and there's blood flowing everywhere. You can cut the bigger monsters in half, as well as perform combos and weaponless combat. The graphics are pretty good, with nice detail being given to the character models and blood effects. Truthfully though, the game isn't as 'blood-filled' as it may seem when compared to the pictures of it that have been floating around game publications. The bodies disappear a bit too quickly for you to..um..'enjoy' the kill. The character designs are awesome though, especially with some of the later creatures. The control is good, though I wish they had given him at least one more attack button, and had some more variation on the combo system. The music really didn't stand out to me, and the sound effects were merely above average. Berserk is a good game that deserves to come America, but it could use a few tweakings before landing on the shores.

-Jason

1 Player - 6 VMU Blocks - Jump Pack - VGA

Graphics 90 Music 85 Sound 77 Gameplay 75 Control 80 Enjoyment 85 Replay 78 Overall: **85**

COVER STORY

1999 Year In Review

You're Crazy Man, Craaaaaazy!

Sega Unleashes it's Cab Drivers onto the Gaming World

Jason Dvorak
Editor in Chief

Heh...okay, this is one of the most frustratingly hard yet incredibly fun games I've played in a long while. The premise is simple; pick up your customers and get them to their destination as quickly as possible, by any means neccesary. This includes going the wrong way, going against traffic, through parks, backwards, driving on the sidewalks, etc. Add to that that depending on how wild and crazy you get, your customers will actually pay you more money!

Having never played the arcade version, I can not compare the graphics to the original, but as far as home console games go, Crazy Taxi redefines 'visual distance'. You can see as far out as possible, with all the trees and bystanders in full view. The traffic is always moving, and is also adjustable. There's a variety of different cars, trucks and other vehicles that will get in your path way, all of which are properly obeying the traffic laws in the game. There is a price though for all the traffic and buildings, and that is some very minimal slowdown and random pop-up. If you're in a heavily congested area, some of the oncoming cars will pop out of nowhere. While they give you enough room to see them, it is kind of a shame to see it considering it's on the Dreamcast. The slowdown seemed to only come on when you were on a hill while Crazy Spinning, so that's nothing to cry about.

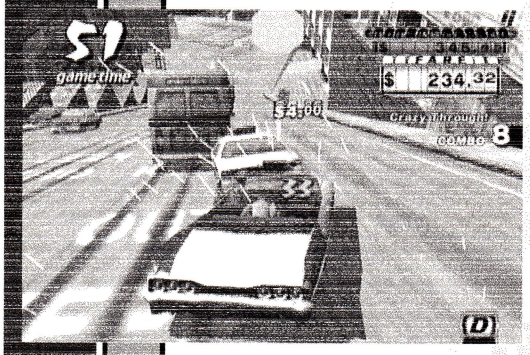
The attention to detail is amazing though. There's a huge variety of cars in the game, as well as plenty of civilains to run through. There's not too many repeats on the buidling's either, and the city is really, really huge.

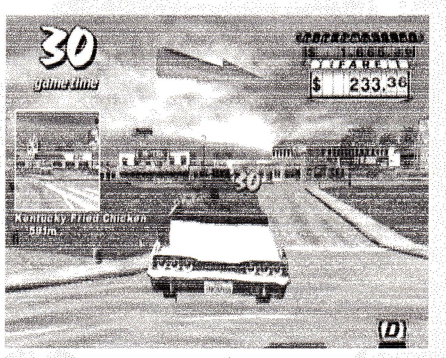
The music is a mixed bag. The chosen songs from Offsrping and Bad Religion fit the game extremely well (especially the game's main them, Offspring's "All I want"), but there isn't enough of the music in the game. With what seems like only 4 or 5 songs, the music repeats too many times when you play for extended periods of time. It would have also been nice if they had included a radio button, so you could change the tracks to the song you wanted to hear. The sound department is flawless though. You have all the horn honking, customer whining, cabbie slang'ing and tire screaching that you could possibly need. The customers have different reactions to how you drive, and some of the voice overs are hysterical, my favorite being the priest, who if you don't get him to the church on time, tells you "You suck."

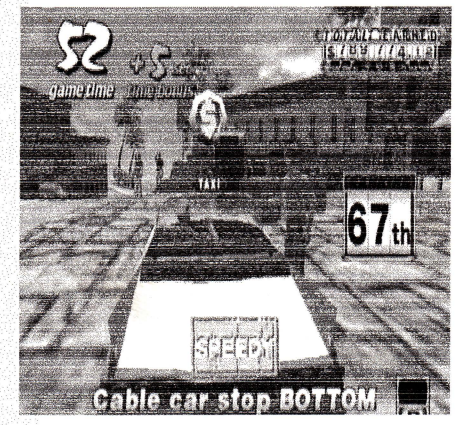
The part where Crazy Taxi runs amok is the control. The game controls fine for driving, but when you try to perform any of the 'Crazy' stunts, like Crazy Boost, it becomes a controller tossing event. I can still can not do the Boost on a consistent basis, and since most, if not all of the "Crazy Box' trials require you to be absolutely perfect, this becomes really annoying.

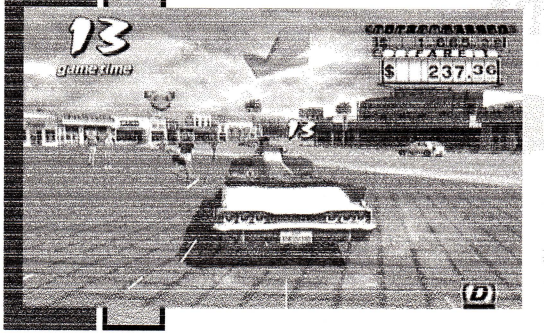
Speaking of Crazy Box, that brings me to the extras on the GD-Rom. Crazy Box is akin to Taxi Olympics. You must do specific missions in each area to clear it. When all 16 (9 normal and 7 Special) courses are completed, you open up the hidden vehicle; the Bicycle. I wasn't kidding when I said you had to be perfect . The trials are for the most patient game players only. They give you enough time to perform the task -exactly-, no errors allowed. I've gotten about 10 of the trials, and personally don't care if I ever finish the other 6, since you can access the prize via special code.

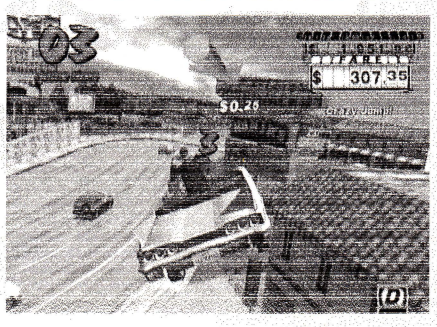
Crazy Taxi is a great addition to the Dreamcast library, and an amazingly fun game. Had it not been for the small shortcomings in certain areas, this could have been a perfect game.

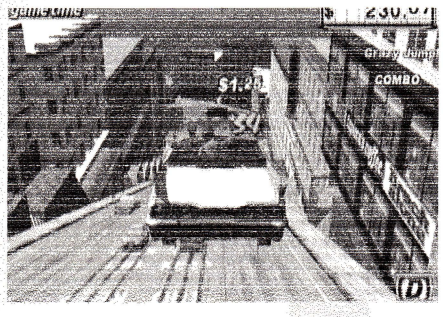












COVER STORY

Those Darn Customers...

"These 3 customers walk into a store..."

Game Rave's Collection of Customers Who Just Don't get it.

Okay, let's face it. We've all worked in the clerk position. We've all had to deal with the public in one way or another. But how many of us have had the opportunity to catalouge and tell our horror stories to all of our friends and fans? Well Game Rave readers, here's your chance to catch up on just how bizarre and stupid the outside shopping public can be. We've taken all the best stories that we've shared with each other and collected them for your reading enjoyment. Also note: If you recognize yourself as one of the stories, you have no one to blame but yourself!

1) The Foreign Language

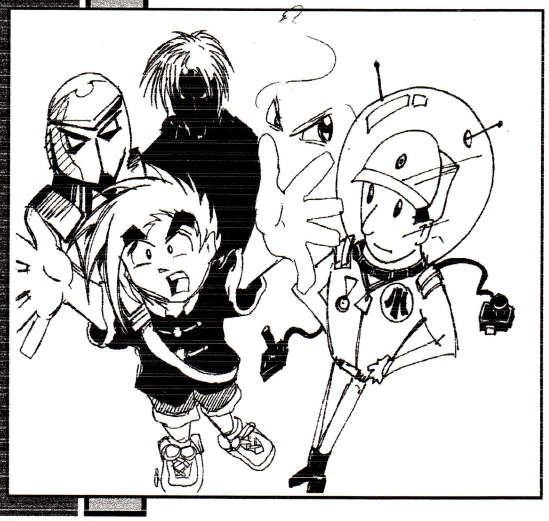
<Customer> (looking at Japanese Game Rental Rack) "Whoa, what are these?"
<Jason> "Those are Japanese Playstation Rentals."
<Customer> "Oh, so you mean it will play in Spanish?"

Actually, You'd be surprised how many people will see a Japanese box and keep calling it either Chinese (which I can kind of see) and Spanish. Spanish. How the hell do you mistake a language that's written in the english alphabet for one that's all symbols?

There's also this premonition that Mod Chips, which will allow you to play Japanese games on American systems, will convert the language of the game into English. I can't count how many number of times I've had to explain to people why there couldn't be one.

2)The Donkey Kong Conspiracy

<Customer> "Excuse me, do you know if they ever made the old classic games like Burgertime and Donkey Kong for the Playstation?"
<Jason> "Well, they did release Burgertime...but Donkey Kong could never be released on the PS because it is a NIntendo product."
<Customer> "No, that's not true. Nintendo's released some games on PS before."
<Jason> "No, no, no. You don't understand. There's Nintendo and Sony, and there are 3rd Party Companies. The 3rd Party companies can release games on multiple systems because all they do is make software. Nintendo and Sony would never release their games on another system because they have to support their own system. There's no way Donkey Kong will appear on the PS"
<Customer> "Oh, I'm not too sure about that."



3) The Phone Call

(telephone rings)
<Jason> "Good afternoon, HIgh Score"
<Voice> "Yes, what's your telephone number?"

4)The Phone Call 2

<Jason> "Hello, High Score"
<Voice> "Yes, what's the number for a live operator?"
<Jason> (pausing) "Um...Zero?"
<Voice> "No, no, I mean the number for a live game counsoler. I'm stuck in a game."
<Jason> "Um...well, look in the manual. There's usaully a hint line."
<Voice> "Oh, so you don't know it?"
<Jason> "Well, no, since each company would be different."
<Voice> "Oh well, thanks. I'l guess I'll try Zero"

5)The Translation Function (Phone Call 3)

<Jason> "Hello, High Score"
<Voice> "Hi, do you buy back video games?"
<Jason> "Yes, which ones did you want to sell back?"
<Voice> "Techno 2 and Star Wars Rebate"
<Jason> "I'm sorry..could you repeat that?"
<Voice> "Sure, Techno(s) 2 and Star Wars Rebate"
<Jason> (pausing...searching his translation of Idiot into English)
"You mean Tekken 2 and Star Wars Rebel Assault II?"
<Voice> "Yes."

6) They just don't get it.

<Customer> "Hi, do you guys have any Playstations in stock?"
<Jason> "No, we're sold out on both new and used ones. We won't have any in till Friday."
<Customer> "So you're out of them?"
<Jason> "Um...yeah?"
<Customer> "So when will you have more in?"
<Jason> ".....Friday."

7)The blind leading the blind.

This will take some visual explanation. For those out-of-towners, the store I work at is located inside a strip mall. The store is rectangle, with the front door being on the thin edge, and you walk in towards the back, the left and right walls are the longer sides. The front half of the store is all rentals, the back half is where all our retail and used merchandise is located. The way the store is arranged, the entire left wall, from front rental area to back retail counter, is all Playstation. All over the wall, top to bottom. The back half area, we have all the used games in glass cases, with our clerk area behind it, and the new games on the wall behind us. The sign outside the store reads "High Score: Video Game Store" With that in mind, I give you the following cutomers.

7a) <Jason is standing behind the counter, PS games behind him, his hands resting on top of the used PS game counter>
<Customer> (walks in, comes up to me) "Excuse me, do you guys sell Playstation games?"
<Jason> (looks behind him, at all the PS Games, with price tags on them, turns back to cutomer) "No we don't. Sorry"
<Customer> "Oh, okay thanks." and he leaves.

7b) <Jason is on the floor behind the counter, re-arranging some displays and restocking PS games>
<Customer> (walks in, stops, looks down, sees me on the floor) "Excuse me, do you guys sell video games?"
<Jason> (holding a PSX Dual Shock in one hand, and a stack of PS Greatest Hits) I paused for a second, I couldn't decide if I was gonna screw with this guy or not. A minute passes...
"Why, yes, yes we do."
<Customer> "Heh, took you a second to answer that didn't it?
<Jason> (grins)

8) We have a small bin of cheapie used game boxes near the front of the store, and it always amuses me to watch people rummage though it thinking there are games inside of the boxes (we have them behind the counter for anti-theft reasons) or thinking they'll find like, the newest game in there for $5.00. One family was a trip though, and I present them to you now.
<Family Walks in...Grandmother, Mother, two daughters> (See bin of games)
<Gramma> "Who, what system does he have dear?"
<Mother> "He has the Playstation mamma."
<Gramma> (picks up a Genesis NBA JAM box) "Does he have this -MBM- Jam game?"
<Mother> "No, that's for another game." (continues to look)
<Gramma> (picks up the long box version of Defcon 5 for PSX. With 'Playstation' written real huge on the box) "What about this game?"
<Mother> (looking at box) "No momma, that's for Nintendo 64"

I also love the people who will take rental boxes, causally place them in the bin, then come and bring it up and try to buy it. When we explain to them that we don't sell the rentals, and if it really were a bin game, it would have the bar codes and price on it, they still go, "But, it was in the bin."

9)The evil jewel case:

-We once had a rental customer try and explain to us that the jewel case the game comes in broke the game. It wasn't their fault that -they- slammed the case down to hard without realizing that the CD was misaligned, it was the cases fault for cracking the game.

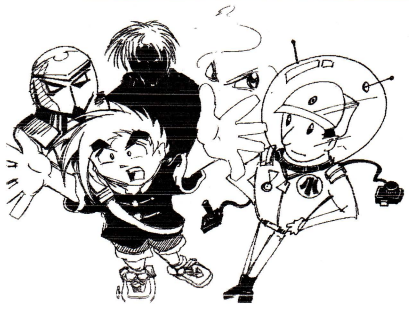
-All of our rentals have a bigger outer case, the jewel case, and instructions. If I had a quarter for every person that claimed that their was not one of those items with it when they rented it, I could have bought my own store. One of my favorires was how this cutomer hands me back the rental game in the jewel case with the instructions, but no outer box. I told him that we need the outer case before we can return it. He looks at me and says, "Are you sure it had one?" I look behind me, and point at the other 1000 rentals that have the box. "Yeah, I'm pretty sure." So he starts to walk out , turns and asks me if I'm positively sure. I tell him yes, again. The next day he comes in with the case.

-Another customer comes in, returns two games without the instructions. My co-worker tells him that we need the instructions back, and he gives the most evil Joker-like grin i have ever heard. He leaves with the games, and later the wife come sin, with one game having the book and

the other game not. She starts ripping into my co-worker yelling and asking how we could have the audacity to send her husband home for the booklets. She apparently beleived that there is some magical warehouse that we get free manuals from, so we can resupply our rentals when dumb customers lose them. She also couldn't understand why it was -our- fault that -her- kids lost the instructions that her and her husband were not responsible enough to replace or find. The most amusing part is that within all of the argung that went back and forth, she literally said "Oh, wait, I understand now. Sometimes it takes a while," and then she went back to arguing why she was right and we were wrong *even though she just admitted she was wrong.* Lovely person, really.

From Courtney:
FuncoLand;
Just to let all the readers know, this was probably THE worst job I ever had. I would classify this more as an observation. If you ever worked for the mighty 'F', you'll know what I mean. When ever a new NBA Live basketball game was released, all the illiterate people decide to walk through the door spouting the exact same 'ebonics' phrase; "Ya'll got that Live?" This has got to be the biggest half-assed attempt at a sentence in history. There must have been an ad in a gaming mag somewhere that said, 'So go to your local game store and pick up a copy of NBA Live '98 and be sure to use the phrase that pays, "Ya'll got that Live?"'

Microplay;
First of all, this customer came in knowing exactly squat about games or anything electronic. Secondly, he latched onto me for the simple face that we're both, as I like to put it, 'men of color'. This gentleman begins asking about sports games and which is the best in each category, yadda, yadda. As he's talking my ear off, I notice a name tag on his blazer and that he worked at a shoe store. (remember that) we go on for what seemed like 2 hours and he leaves. I figure I'm done with him forever...yeah right. He comes back about a week later and once again latches onto me and sucks the life right out of me. Same questions, same crap, only this time he buys something. As I'm ringing him up, he asks me if I'm in college and what my major is. At the time, it was law enforcement. He then sarcastically says (and I quote) "you know, there a lot better thing out there to do." This from a shoe sales man who has to smell feet all damn day!!!!



From Mike:
After working in half a dozen different retail settings, I've come to the conclusion that the customer is always wrong, well mostly always anyways. And not only is the customer always wrong, half the time it's always stupid, loud, and ignorant. I could go into a three billion (well ok, that's an exaggeration, but two million easy) page account of proof, but if you ever worked in retail, you know exactly what I mean, and for those of you haven't, get a job.

From Tom:
People are imperfect. To err is human. There's a sucker born every minute. Within our language are more than a few well-known quotations that drive home the fact that people, though usually well-meaning and not wanting to cause conflict, tend to say and do things that other people would consider ignorant or at least thoughtless.

Though I take it for granted that very few people actually care about games as much as I do, sometimes people manage to say things about game X or company Y that really irritate me, and others as well. Gross generalizations are commonplace and expected, as are mispronunciations/misspellings of titles and such, and I really don't these take to heart too much; some things are simply going to be.

But enough of niceties and well-worded introductions; below presents statements that I've conjured from the fact that some people are just goddamn dumb. If these situations seem similar to your actions, I do highly recommend that you cease from doing these things in the future.

· Take a look at a map right now and read the name of the little tiny string of islands on the west coast of the Pacific Ocean. See the name there? Says "Japan," right? It doesn't say "China," nor does it say "Mexico," correct? Then for the love of all that is holy, know that the language spoken by those living in that area called Japan is Japanese, not Chinese. Not Spanish. It is Japanese.

— One thing I love, as a retail worker, are calls from people asking me to find something. That's fine, it's part of the job, and I've come to expect it. I also appreciate when I can find the item that they want and provide it to them. However, I quickly get homicidal tendencies when this happens:

Caller: "Hi! Do you have what I'm looking for? It's really important!"
Me: "[Types item in computer] Yes, we should, want me to take a look to make sure?"
Caller: "Would you please?! Oh, you're so kind! Thank you!"
Me: "Sure. Please hold."
Caller on hold. Sometime later:
Me: "OK, I've found your item. It's in my hands right now."
Caller: "Oh, REALLY?! Great! Thank you, thank you, thank you! ... How much is it?"
Me: "Um, it's $19.95."
Caller: "Oh, your website/competitor has it for a dollar less. No thanks."
Caller hangs up.

Listen up: first of all, we have better things to do than shop for you. We have stores to maintain, people that are actually at the store to help out, etc. And for you to actually be willing to choose over a dollar, a single, lousy, damn dollar, is deplorable. You or I can find a dollar lying in the street if fortune provides. Next time simply ask how much something is before we go through the trouble of helping you out.

· Attention all parents with *Pokémon*-loving kids: We don't expect you to care a single percent as much as your offspring do about this epidemic, but for God's sake, the word is pronounced "Poke-ey-MON." There is no letter A in the word *Pokémon*, so don't pronounce it "Poke-ay-Man." It's not Poke Man. Yes, that should sound that stupid.

· While on the *Pokémon* subject: if you are one of those kids that both declare to love *Pokémon*, *Dragon Ball*, or any other anime material, and embrace xenophobic tendencies and say how much you hate Japan, make your choice now and stick with it. Either ignore the products that come from that country or denounce faith in your own. I had to make the choice when I graduated from high school and I'm glad to have done so.

From Sam:Hmmm...annoying experiences at work. Well, aside from a few minor things, there's nothing too funny that's happened to me. One thing was when I went to place called Gamers looking for a Lynx, and the guy goes in the back for about 10 minutes, and comes back out with his arms full of various cables...I felt bad for the confusion, and for his gaming ignorance. Another time, back when I still used AOL for my e-mail, I decided to go into the gaming chat to see what it was like since I had left a long time ago. Well, there was this kid in there who was just bragging like no other, telling us how he was a god of video gaming. I REALLY get bugged by people that do that, so I had to inquire about his gaming experience, only to find he was rather impatient: he kept telling me to go away. It was late, I was tired, but now I was annoyed as well. This fueled my barrage of bitter comments typed in his direction, and after a few questions regarding his gaming expertice (among other things), I came to find that this was some 13-year old kid who couldn't remember a thing past the SNES era. And this kid thought he was the stuff because he had beat Final Fantasy VI, VII, Goldeneye, AND Mario 64. And then this kid did something that blew my mind. He corrected my gaming knowledge, which was at least twice as much as his. He continually argued with me that he had seen a copy of Final Fantasy IV for domestic SNES. I tried to tell him, it's probably an error, or maybe it's the import. But no, he stood his ground and told me I knew nothing of gaming, and that his friends all thought that he was some sort of game expert. At this point, I was very calmly pissed off. But, before I get a chance to try to degrade the kid in round 2, he tells me he has to go. "I'm going to go surf AOL." I will NEVER forget that quote, for it is one of the most humorous things I have EVER heard. Well, I guess maybe it was one of those things where you had to be there..yeah, well, I'm off to play some more Shenmue.

FONZ UNLEASHED

When Surliness and Honest Truth Combine

Fonz Unleashed!

Part Two begins with the fun news that all of the notes that I've taken for this month's presentation are now officially lost, which means I have to work from memory. Unfortunately this means that I cannot specifically quote some things stated, nor declare what pages these items are found upon, but with a small bit of effort on your own part (should you care to do so) that should be easy enough to do. At any rate...

-Tom

EGM #128

Well, EGM had their annual Best of the Year awards, and while I personally disagree with many of the choices made, I do have to keep in mind that: 1.) They only considered games that were officially released in the United States in 1999 and that 2.) This is EGM. Therefore, the choices were limited to a sparse number of games, and the winners were predictably the games that were both rated well by their magazine and sold well in this country. So it came as no surprise to me that they awarded *Soul Calibur* four times (DC Game of the Year, Best Graphics of the Year, Fighting Game of the Year, Overall Game of the Year). It also was not surprising that they loved *Final Fantasy VIII* (Best Music of the Year, Best RPG of the Year). But there were a few slightly surprising things within their award issuing:

· Best Fighting Game of the Year: *Soul Calibur*, unanimous. No second place.
Excuse me? No second place? You mean that there was not one person within the entire staff that refused to admit that another (well, to me, ANY other) fighting game was better than the GOD that is *Soul Calibur*? Give me a break. The only explanation I can think of is that they have really good pot there that everyone smokes during the lunch breaks.

· Best Music of the Year: *Final Fantasy VIII*
Oh come ON now people, please tell me you're all not deprived of a sense of pitch as well. When Shakespeare penned the words, "Lend me your ears," he used the word "lend" meaning that you were to have them back soon after; did you just forget to pick them up? Except for the introduction and concluding songs in *Final Fantasy VIII*, I sincerely contend that nine of ten people that hear that music will beg to know what the hell that crap is that's coming out of the speakers. Or did you all collectively follow the infamous American pastime of listening to any music other than that which the game provides except while playing *Final Fantasy VIII*, and never bothered to truly listen to what else was being provided? Your runner-up was *Medal of Honor*, you have the two games in the wrong spots, if anything. I'll take well composed classical music over poorly composed, tinny MID music any day of the week.

· Action Game of the Year (PSX): *Tony Hawk Pro Skater*
Last I checked, *Tony Hawk Pro Skater* was a sports game.

In light of all this, I'd like to make a short list, awarding companies and/or games of 1999 which I feel haven't earned some of the titles which they have rightfully received. Here are my votes:

Media Darling of the Year: Squaresoft Runner Up: Namco

Scapegoat of the Year: Capcom's *Street Fighter* series Runner Up: Konami's *Bemani* series

RPG that mags forgot existed once *Final Fantasy VIII* came out: *Star Ocean 2nd Story*, no runner-up.

Game that mags gave high reviews to but never play of the Year: *Pokémon* series, no runner-up.

Company that makes games that get nothing but bad reviews from the same magazines that hype their upcoming products with highest effort and admiration: Eidos, no runner-up.

Game magazine with highest percentage of advertisements: EGM, approximately 60%. runner-up: Game Fan, 30% (this is literally true, folks)

Game Fan March 2000

· Well, not too much to report about them from my viewpoint this time around, but there is one cute thing stated in a preview for Sony's *Legend of Dragoon*, in which the reviewer said that *Final Fantasy VII* was the best *Final Fantasy* experience, but not the best *Final Fantasy* game. Well there you go, everyone; by this definition, you can make any game you want be "the best" as long as you use that magical word "experience." Here's a few I've conjured:

Best Fighting Game Experience: *Soul Calibur*, for providing a coworker with a single credit to play the arcade machine, and watching her defeat the game without continuing nor knowing which button did what.

Best Experience of Incredibly Poor Racing Car Physics: *Re-Volt*, on Playstation. No further comment necessary.

Best *Final Fantasy VII* Experience: Using the game as a coaster set. It's a matching coaster set, too.

That's all for now, hopefully next time I'll have my notes with me so that this is actually organized.

Fonz Unleashed Update! (Sounds odd, no?)

Last month we reported on the *Final Fantasy Anthology* guide having the emulator screen shots. Well, it turns out that Final Fantasy V guide in the book was plagerized! Chris Kohler, of *Video Zone* (featured in *Game Rave*) had originally written the FAQ with two other people back in 1996! They're in discussions with the publishing company over the stolen property.

Official Dreamcast Magazine, March 2000

· In one small blurb about *Space Channel 5*, the magazine stated at large that they were hoping for a "Nude Ulala" code or patch to be put in the game. Why? According to the magazine itself, their reasoning was along the lines of, "we're all just a bunch of sick freaks with female cartoon obsessions." And they want you to take them seriously?

· Throughout their preview of Dreamcast events for the year 2000, the magazine has a tendency to let the editor go wild with annoying little clips and such polluting the article, as well as fully fabricated quotes from renowned game designers and other people, with small text underneath the statement saying that the quote "may have been altered." First of all, a common sense ethic of journalism is that if someone didn't say something, don't quote them as having said it; edited, disclaimed, or not. Second, and this goes to any copy editor; the job of the copy editor is just that, to edit. If that person wants to have something in the magazine, that person should take the time to write their own material and stay the hell out of the material of others. The job of an editor is not one of being credited for their work nor being noticed, so if you have a problem with that, get out of the profession. (*Yeah! Screw copy editors! Oh, wait a second. Well, I wrote this stuff myself, anyways. Hi mom! - Copy Ed.*)

· In their review of *Psychic Force 2012*, they actually state that the game "degenerates into a game of *Asteroids*." This threw me for a loop; I've seen this game compared to a *Dragon Ball Z* game many places (and I don't know why for that, either), but to compare a 3-D fighting game to... one of the first video games ever, and a space shooter at that, just sounds simply... how do I put this politely... damn stupid. I didn't like the game for what it was, but that was it; everyone else seems to love to compare this (and nearly every game) to something that already exists, no matter how stretched the comparison.

Game Cave's Sale

Apparently Game Cave is having a seriously big sale on their music CDs. If you check out the advertisement, there's an imported Music CD listed at $??.99. Now, is that 99 cents, or did the US Mint print some new donations of currency that we don't know about?

The Next Generation of Apologies

Anyone ever kept track of the "Letters to the Editor" section in NG? Every other month there's at least 2 or 3 response that start out "Yes, we made a mistake..." or "Well, we sent the editor that made that error to..." One of the funnier mistakes of late was a reader who wrote in and pointed out that one of the editors kept reffering to Daffy Duck as if he were Donald Duck.
There's also the January Issue, where a reader points out that NG has listed one of the X-Box's handling power of 15 polygons a second. It's supposed to be 15 MIllion. They weren't off by that much.

Apparently the #1 Authority in gaming can't count right.

OTHER STUFF

Outside in the Real World...

"@#$!#!%!!" - quote most heard while playing *Crazy Taxi's* Crazy Box mode.

Sony Showing Signs of Trouble in the '100%' Area.

For those of you who haven't gotten far enough into the game yet, or are there and can't figure out why you can't complete *Gran Turismo 2*, here's why: It's incomplete! Sony announced that the game is only about 98.4% complete in the entire first print run. Some of the problems reported to Game Rave have varied, some including the game crashing every so often, but the most often heard glitch is the in-ability to unlock a car or track.

Sony of America has decided (after a LOT of whining and demanding) to release a complete and glitch free version of the game in the next printing. Those who have purchased the game already, if you want to have it replaced, you're to call Sony at (800) 345 - 7669 (SONY) for details on how to get the disc. Special Thanks to Tom K. for the update.

Also heartbreaking is the news that the Playstation 2 will NOT be 100% compatible with the entire Playstation 1 library of games. A Japanese Game Magazine got a hold of one of the systems, and discovered that there were quite a few games that did not work with the PS2. Reasons for this have to do with how certain games use the Playstation 1's API. Sony of Japan will be releasing a list of games that don't work with the system. It's doubtful that the mistake could be fixed in time for the US launch, but it's possible. These two incidents leave 2 questions:
1) How the heck did Sony screw that up?
2) Gee, wonder how incomplete Gran Turismo 2000 will be on the PS2, and will GT2 work on it?

Dream Pricing?

In case you haven't noticed, stores seem to be doing some odd price dropping on Dreamcast games.

Many of the first run games, like *Virtua Fighter 3tb, WWF Attitude, Flag to Flag Racing*, and several others have hit the $30 new retail price, while others have dropped considerably in the used game market. *Blue Stinger* was last seen at between $15 to 20. A great buy for a decent game, as long as it actually works on your system.

While the price drops have affected the earlier games, the newer games are still at the $39 to 49 range. There hasn't been any word on a possible Sega authorized price drop on the Dreamcast itself, but speculation and common sense show that there's no need for them to do it until the Playstation 2 is at least one month away stateside.

The Artist Gallery: Room with a VMU

http://dreamcast.com/activities/vmuvplayer/animator.shtml

Now here's something every aspiring artist can have fun with; home made VMU animations! Sega and Wayne Bartnick have developed a PC program that will allow you to make your own VMU screens and animations.

The program works a little like Paint, but on a much smaller and simpler scale. You can use pencils, shape options, and extra little effects like reverse and scale. If you can shrink it right, you can even import your own drawings.

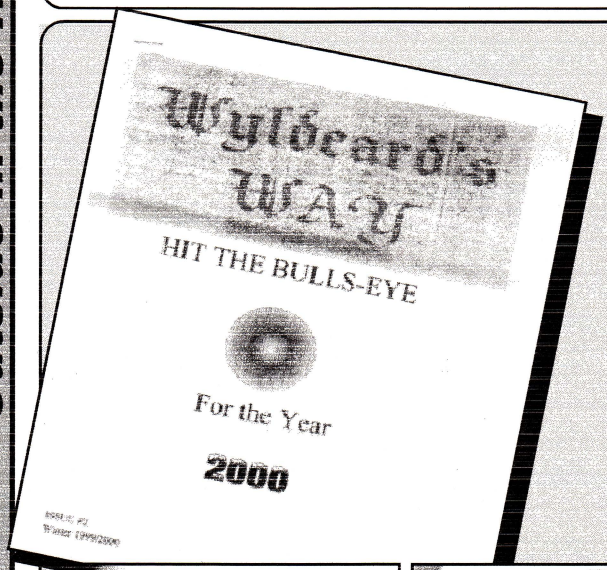
There wasn't much time to play around with the VMU Animator due to layout schedules, but so far it's not that bad. For a look at this fun little toy, check out the web site listed in the header.

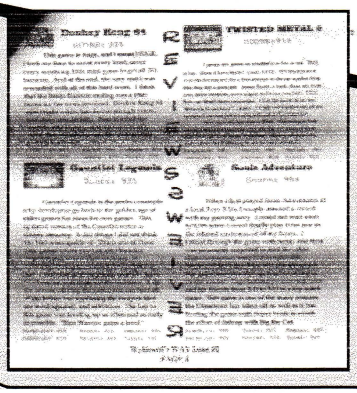
Space Filler Pop Quiz!

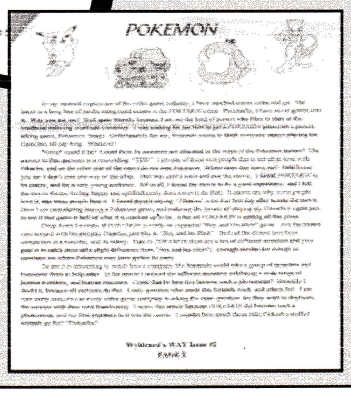
Q) What's the big error on the back of the US Dreamcast Version of *Marvel Vs Capcom's* jewel case?

A) The original printings had the first image on the left side being a shot from the Japanese PSX Version of *Marvel Super Heroes Vs Street Fighter*. The latest printings fixed this blooper.

FANZINE TRADE







Wyldcard's Way

Quarterly - 6 Pages - Black & White - $1.50

Issue # 2 (Winter 1999/2000)

Here's a nice surprise from Washington. Paul Bury has a very small, yet highly personal fanzine that's dedicated to gaming and views on life.

The 6 page fanzine contains thoughts on RPG's, sports, and how he doesn't see himself getting too attached to the Pokemon craze. There's also an amusing little article on how he values the ability to purchase used games over due ones to save money.

There were only 4 reviews in the whole issue, but the last article caught my eye the most. Paul proudly admits to his Protestant Christian background, and questions as to why there are no religious orientated games. He even gives some examples of ones that could work, like a Sim game based around Noah's ark, or a bloody version of David's life story. A very interesting article that I'll be responding to as soon as time permits.

I can safely recommend sending the $2.00 for the cost and shipping of the mag. While extremely short, it's still one of the more refreshing reads I've had in a long time.

Contact Info:
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Kent, WA 98031

Enter the Tekken...if You Want to Cry A lot...

There are some things in this life that I have come to expect in the motion picture business. Most games that are based on movies will suck some serious rocks, hollywood movies based on games will suck worse, and somet animes based on video games will blow chunks. Tekken falls into the last category, almost perfectly.

Tekken is based on the Namco 3D fighting game of the same name. It's story is based on the tournament of various opponents all searching for something. Some seek revenge against the tournament's owner, while others only want fame and fortune.

The animated version takes some of the key elements from the game's original storylines, and horribly mashes them together. The plot revolves around Jun and Lei Wulong working together to try and get their respective missions completed. Jun's is to find Kazuya, a childhood friend who's father Heihachi is determined to kill Kazuya off, in order to prevent the darkness that's buried inside his son.

Lei is on a police mission to discover what secret biological weapons the Mishima Corporation may be building on the island. Along the way he befriends GunJack, who is in search of his creator to help find a cure for the sick little girl he now protects.

Now, this could have worked all nice and dandy, except that the entire movie falls apart right from the opening plot developments. The only other fighters who get any real screen time are Nina, Michelle, and Kazuya, but when they do fight, the matches only last for 3 or 4 moves! Michelle's fight against the sumo wrestler is pretty much her punching him once, and him falling over. There's also Anna and Nina, who have the worst fight ending that they could have pulled off.

With the storyline and fight scenes being as terrible as they were, I will give credit for some of the visual character designs. Nina, Jun, Michelle, and Heihachi all look perfect when compared to their video game counter-parts. Lee and Kazuya though, have bene warped in most areas. Kazuya looks like his eyebrows are glued on, while Lee looks too much like a grown up Trunks from Dragon Ball.

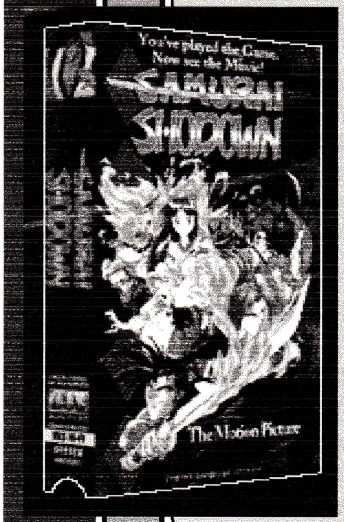
The dubbing was just as bad, with some stupid, stupid lines and a lot of inconsistancies with character comments (Lei forgets he realized Jack is a robot in about 20 minutes).

Tekken: The Motion Picture could be compared to the US Street Fighter Live Action Movie; Both sucked overall, but had some small redeeming quality to it that forced you to watch it Tekken's is a bit harder to find.

There's No "Victoly" in this Anime...

You know...maybe I'm in some sort of masochistic mood or something. After suffering through Tekken, I thought I'd have more sense then to bring out this horrible show of animated movie. The sad thing is, I actually bought this dumb thing for the $24 it was when it first came out. I'd love to have that money back.

Samurai Shodown: The Motion Picture centers around 6 warrior brought back to life, to once and for all rid the world of the evil Amakusa, a sorceress who is bent on destroying the world as usual. Now, that could be all fine and dandy and we'd be able to move on with our lives, but we have to witness the destruction of the entire Samurai Shodown storyline person by person. Haohmaru has gone from a kickin' swordsman to a momma's boy whiney little brat. Wan Fu goes from a brutal warrior to this.... mamby pamby good guy phoney. Actually, that's one of the biggest problems in the anime; most of the characters are all friends! The only bad guys are Gen an, Earthquake, and Amakusa. What's worse, Amakusa's been turned into some Bea Arthur sounding woman! Didn't anyone read in the instruction manual how he's the possesed son of Hanzo?!

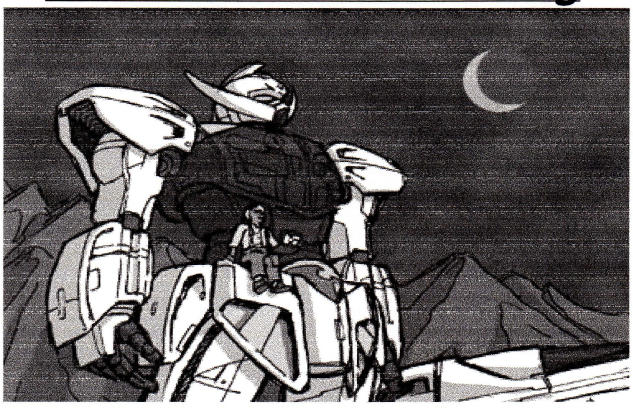


There's also the problem of killing characters off. Gen an is probably my favorite character in the game, and well, he gets the axe. So does Earthquake. Why do we need to kill off characters in the movies? They got to be in the video game sequel, why cut them short in the animation? Speaking of being cut short, Ukyo, the calm but cool rebel, doesn't even make it into the film.

With all that in mind, the film goes nowhere for most of the ride, until the last 15 minutes, where our friends can magically warp to the bad guy (er...girl)'s castle to begin the final battle. The fights are half-way average, but once again the writers don't pay attention to the original game rules and give characters these moves that they don't have. Haohmaru's Whirlwind has been replaced with some kind of sonic boom, and of course, Amakusa has more powers than she ever could possibly possess in the game.

Overall, this is still one of the worst game anime's produced, and you should all stay away.

The Gundams are Coming



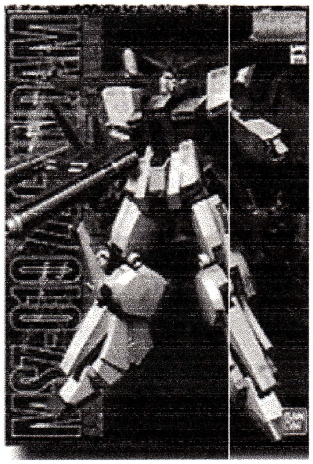
Well, after doing a Macross news section, good ol DB asked me to do a Gundam one too, so here it is. So sit back, relax, and read up on some of the news of Gundam, the other great anime mecha epic to come from across the pacific.

Gundam's coming to American television! Cartoon Network has picked up and is planning to air Gundam Wing starting in the fall of 2000. Along with the television airing, Bandai will also be releasing the episodes on VHS and DVD. Two versions of VHS, dubbed and subtitled, will be released, with the DVD version containing both.

Gundam F91 and Char's Counterattack are rumored to be picked up by Anime Village, the company that has distributed other Gundam series in the US, such as *Stardust Memory* and *War in the Pocket*.

Gundam Side Story, the first Gundam game for the Dreamcast is also scheduled for a US release. The game will debut in April, and be the first Gundam game to be released to the US.

Turn A Gundam, the newest Gundam series airing on Japanese television right now, has started to be released on laserdic and VHS in Japan. While probably not coming to the US for quite some time, it's good now that after 20 years, Gundam still has new series and products being newly released.



Master Grade model kits, Bandai's elite kits that are the crème de le crème of Gundam merchandise, celebrated the induction of their newest kits recently, which included the ZZ Gundam, the Alex NT-1 Gundam, and a special chrome plating version of the GP-02A. Each kit is exquisitely detailed, like all MG kits, requires no paint or glue, and is fully poseable.

Well, that's all for now Gundam fans, sorry I couldn't come up with more, but this is the best I could do on short notice and a full schedule. Till next time.

VIZ Updates

Viz Communication has been been making been keeping quite busy lately, with a charity donation coming in at the top of the list. Check this out!

Charity Donation

Viz donated $50,000 to the San Francisco Rescue Mission, a charitable organization dedicated to assisting the poor and homeless in San Francisco's Tenderloin district. The Rescue Mission will use the donation to assist the inhabitants of San Francisco's Tenderloin district-one of the city's most economically depressed and crime-ridden areas, covering 35 inner-city blocks.

The San Francisco Rescue Mission and Worship Center was started in 1986 by pastor and director Roger Huang as a street outreach program focusing on homeless adults and youth. Huang had begun ministering in the Tenderloin in 1985, and in 1995, he left his job as auditor of one of San Francisco's finest hotels to work full-time with the city's most neglected people.

Today, the Rescue Mission has a permanent presence with full-time staff and three leased locations.

Pikachu a Greatest Hit?

On February 4th, the Viz Comic *Pokemon: The Electric Tale of Pikachu* reached the 1 Million mark in print copies. If you added up all the issues of Pokemon sold, it reaches 7.25 million! It's been outselling every other comic since 1993.
Interesting to note that the comic nowjoins the rank of the "Comics 1 Million Club" which is shared by Superman #75 (The Death of Superman), Batman #500, and Spawn #1.

Rumiko Takahashi Celebrated

Coming in May, Viz will be releasing a new line of Graphic novels, videos, and comics, to celebrate Rumiko Takahashi, the world's most widely-read female comic artist. Famous for her Ranma 1/2, Lum*Urusei Yatsura, Maison Ikkoku, and Inu-Yasha, Takahashi's stories have been selling well in America since 1987.

And on the underground...

Viz Comics proudly presents the May 2000 release of SECRET COMICS JAPAN, an anthology of all-new independent comics from Japan, produced by the latest generation of taboo-breaking manga artists!
Selected by Chikao Shiratori, the former editor of Garo, Japan's standard-bearer of underground comics since 1964, this collection introduces new artists who have not been discussed in the previousliterature on the field (such as MANGA! MANGA!, DREAMLAND JAPAN, and COMIX UNDERGROUND JAPAN). These artists grew up in the '80s and '90s, and reflect their times as well as their artistic predecessors. This is not market-driven weekly manga drawn by artists with 10 assistants; this is not wanna-be mainstream fan comics based on anime and video games. From the surreally beautiful to the graphically gruesome, this book will be of interest to all fans of cutting-edge art and comics.

In these pages are the fatalistically cute cats of Nekojiru (as seen in COMICS UNDERGROUND JAPAN), making their way through the mysteries of the universe. With detail reminescent of Victorian magazine illustrations, Usamaru Furuya's darkly etched 4-panel strips (as seen in Cadence Books' JAPAN EDGE) combine distorted manga references, cynical punchlines, and visual trompe l'oueils. Hironori Kikuchi's chubby cartoon angels resemble American advertising icons. The pale, rubber-limbed protagonists of Fukumitsu encounter dread and violence in the city. Imiri Sakabashira's quiet work is full of disturbing transformations and transitions. Also included is the work of Yuuko Tsuno and others. These are works from an entirely different culture than American underground comics —modern manga drawn by artists parodying and defying their own culture, twisting its excesses, expressing their own desires.

SECRET COMICS JAPAN is written and drawn by various artists. It is b&w, 200 pages long and retails for $19.95 in the U.S. and $29.95 in Canada. Due to graphic material it is recommended for mature readers only.

MACROSS RETURNS

Greetings *Macross* fans! Crash here to give you some of the newest (hopefully newest) news on one of the best mecha anime series ever.

After months of delay, the Toycom figures are scheduled for a May release in both the US and Japan. They will run under the banner of *Macross Plus Mecha EX*, but that name is not yet finalized. Mecha included will be the YF-19, YF-21, and VF-11, with possibly more to follow. Figures will be fully transformable and poseable, with plastic and diecast construction. Prices are not yet finalized, but they are planned to retail for $40 to $50 US, and approximately 6000 yen.

All set for spring 2000 releases are games for Gameboy Color and Playstation, with the release dates for Dreamcast and Nintendo 64 games yet to be determined. The Gameboy game will be a shooter based on *Macross 7*, titled *Macross 7: Let's Reveal the Galaxy's Heart!* It will sell for 3980 yen at release. For the Playstation, we have a shooting game based off of *Macross Plus*, simply titled *Macross Plus Game Edition*. The game will feature both one and two player versus battles, and the price is yet to be determined for this one. The Dreamcast is getting an action game based on the original *Macross* series, with no price or official release date set yet. Meanwhile, a 3-D shooter for the Nintendo 64 will be, like the Dreamcast game, based off of the original *Macross* series, and has no price or release date determined.

Bandai Visual of Japan also has been re-releasing the original *Macross* series on DVD. There are three box sets, each containing 3 DVD's, with 4 episodes per disc. Each box set is retailing for 15000 yen.

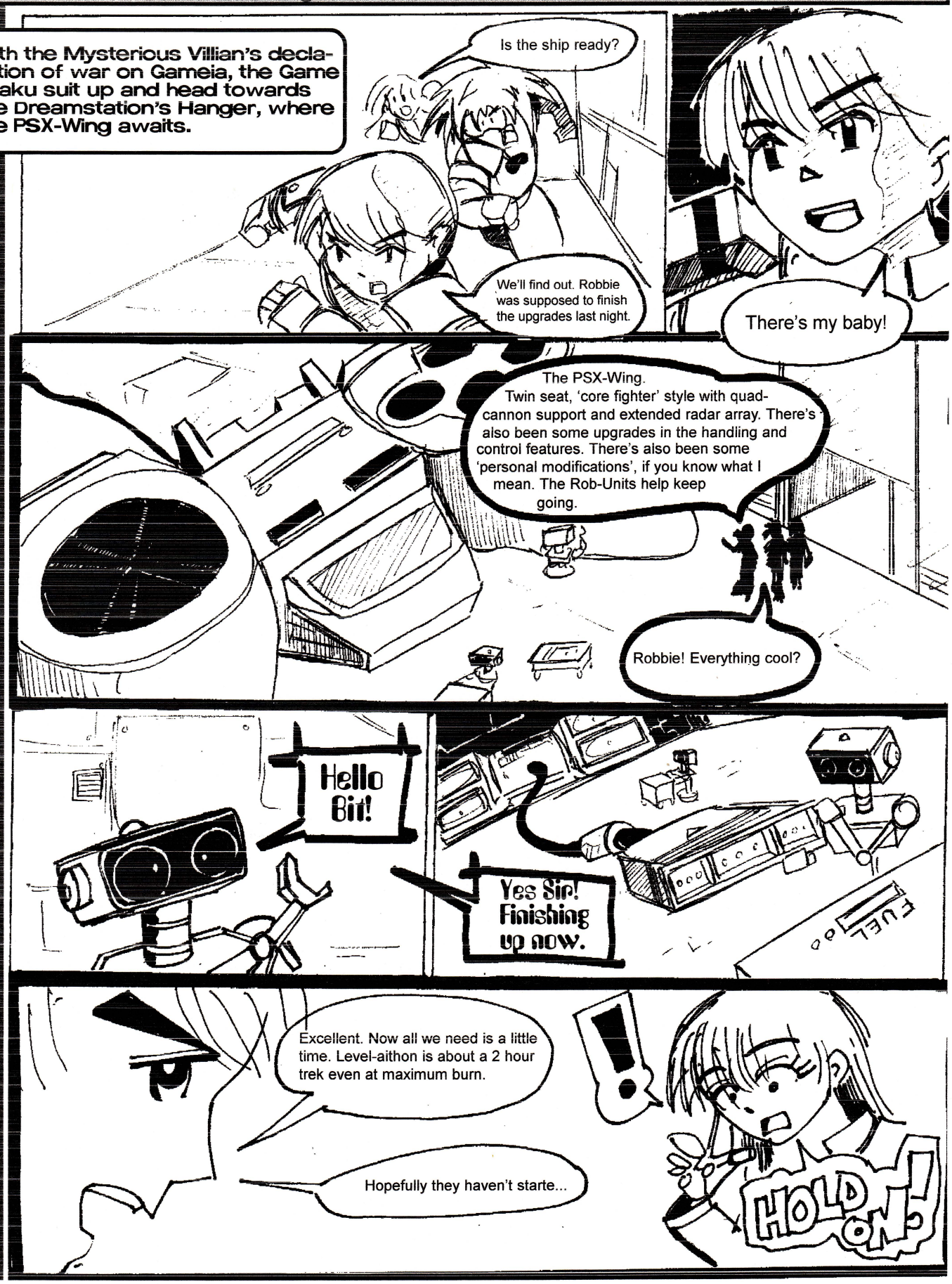
The tentative title of *Macross 3D* is being used for the new *Macross* series being released this year. Number of episodes and official date have yet to be announced, though we do know that the entire series is to be computer animated, with the one picture I've seen looking very nice, with a VF-5000 Star Mirage pictured along with three of the characters.

Well, that's all for now. I'll try to keep up with release dates and new items of interest as they happen, but I apologize in advance if I'm late or skip anything. Later for now.

OTAKU: WAR OF THE VIDEO GAME FREAKS

Jason Dvorak

Stage 1 - Level 2 : The Launch



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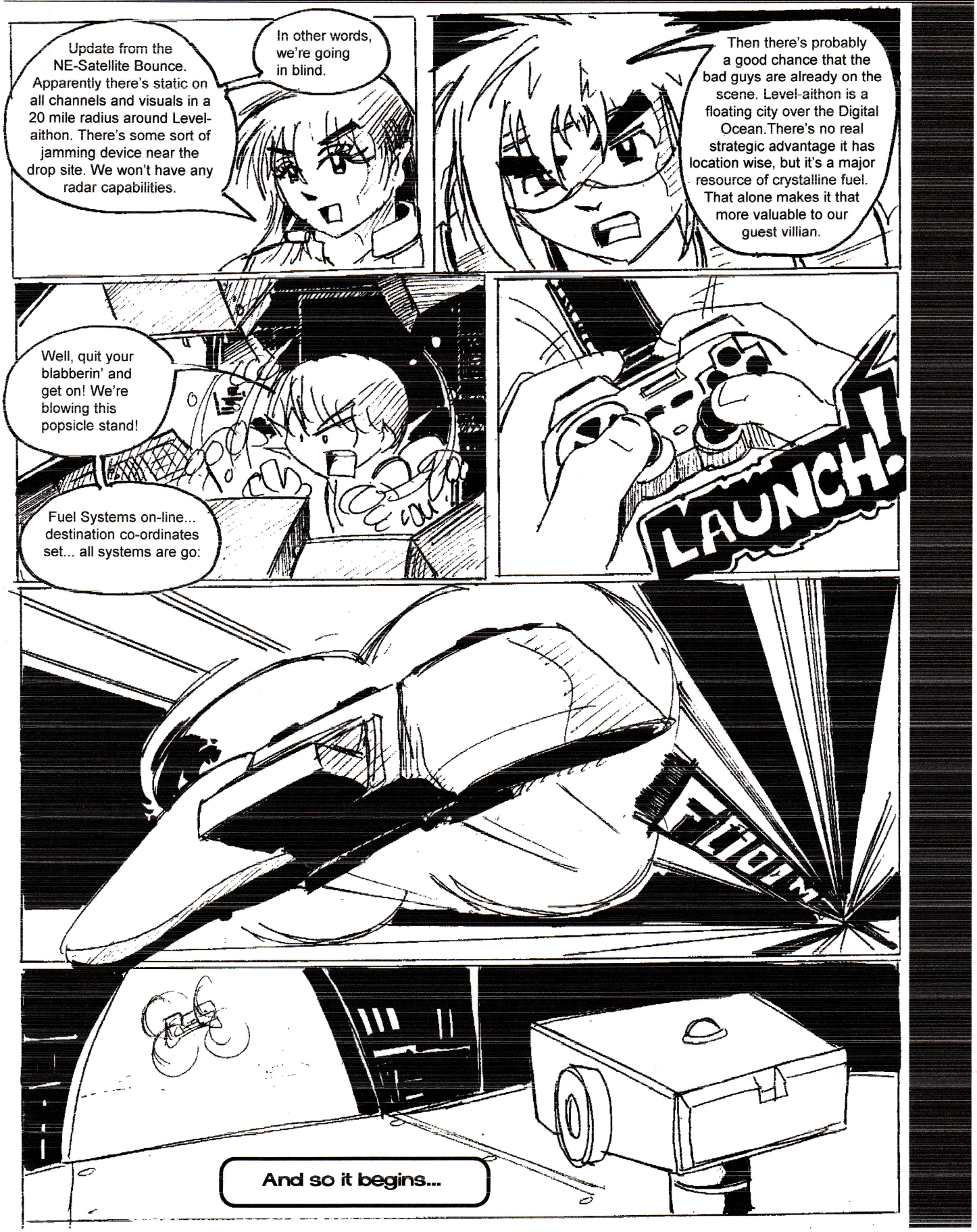

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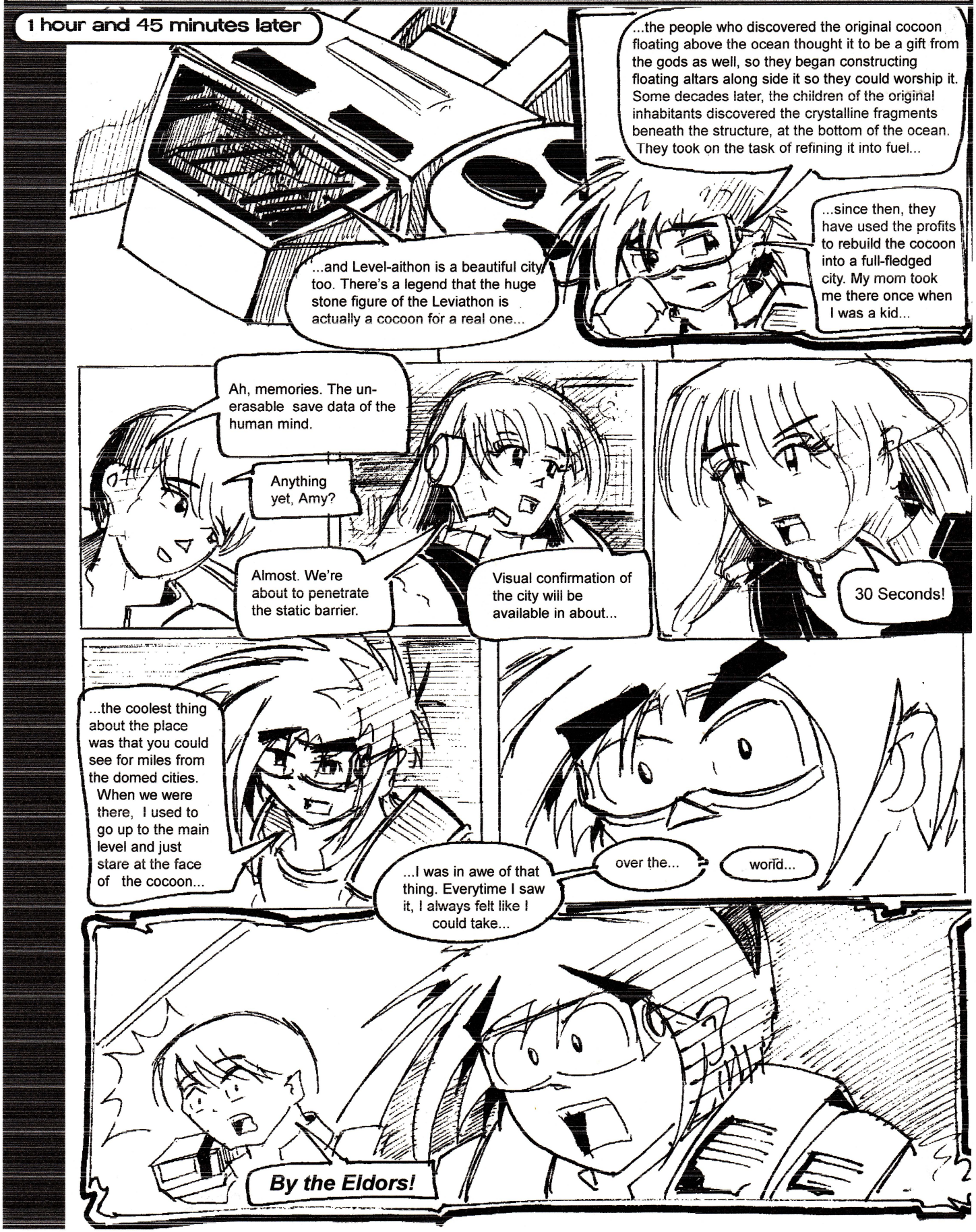

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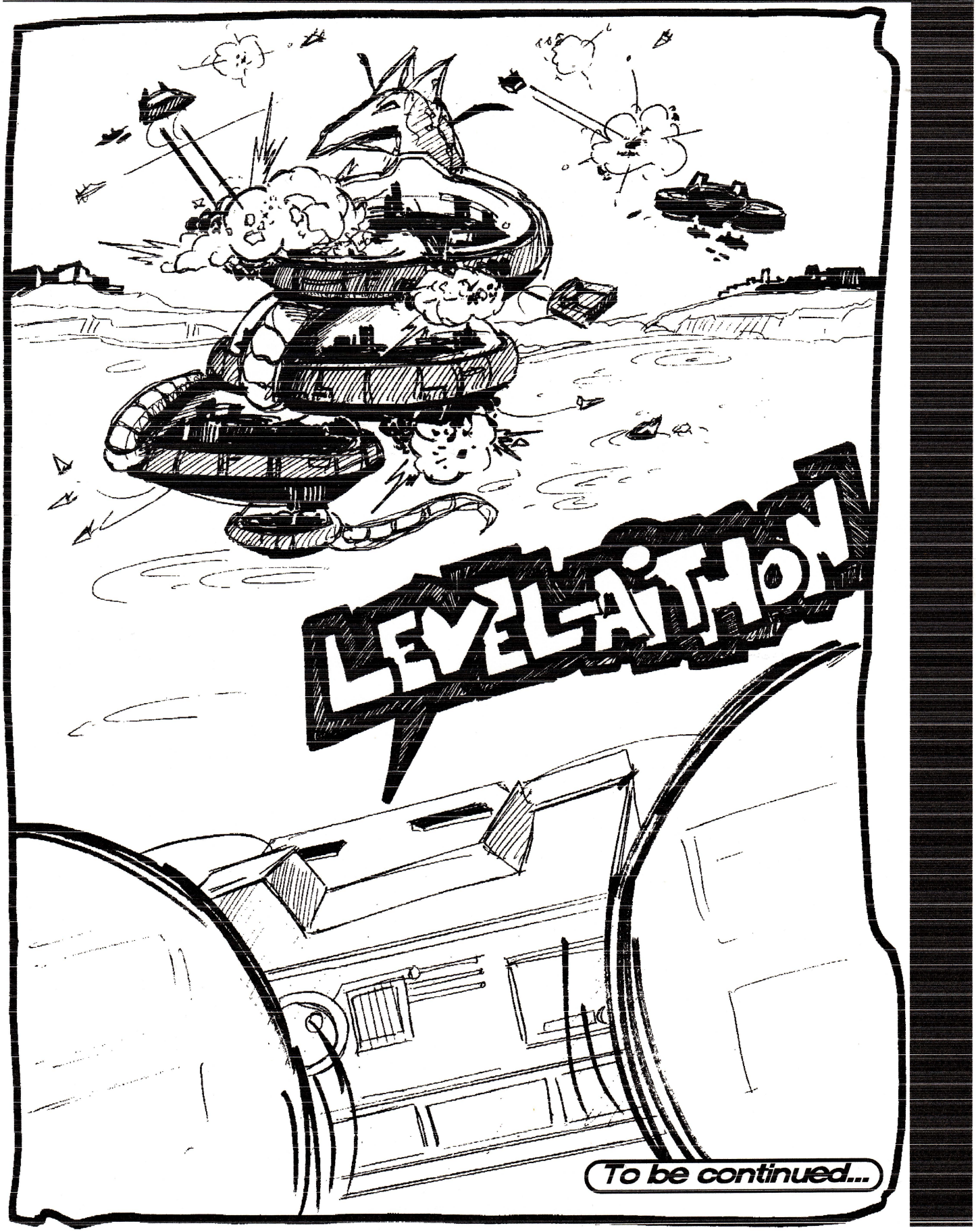

	System	Game Title	Company	Score	Comment	Issue
1	Game Rave Review	Archive: Part 1				
2						
3	Arcade	B.i.o.F.r.e.a.k.s.	Midway	80	Another graphically strong but weak game.	January 1998
4	Arcade	Fatal Fury: Real Bout 2	SNK	79 - 83 - 91	Good playing game in a series that's showing it's age.	August 1998
5	Arcade	HyperDrive	Midway	91 - 85	A killer racing game in the future that has yet to come home.	August 1998
6	Arcade	Metal SLug 2	SNK	83 - 90 - 96	An incredible 2D tank/contra like game.	August 1998
7	Arcade	Street Fighter Alpha 3	Capcom	87 - 54 - 79	A lacking sequek in the arcade, the home versions fared better.	August 1998
8	Arcade	Street Fighter EX2	Arika	85 - 80- 70	A ho-hum update to a game that didn't really do that well.	August 1998
9	Arcade	Street Fighter III	Capcom	88	Not Enough New Features	Trial Issue 1
10	Arcade	Street Fighter III: 2nd Impact	Capcom	100	If you didn't like SF3, 2I will make you a believer.	February 1998
11						
12	Genesis	Gunstar Heroes	Treasure	N/A	One of the finest Genesis carts produced.	Trial Issue 2
13						
14	Nintendo 64	Aero Gauge	ASCII	60 - 16 - 44	Foggy and pop-up filled racer with hover cars. Too hard.	June 1998
15	Nintendo 64	AeroFighters Assault	Paradigm	40	One of the WORST plane games ever.	December 1997
16	Nintendo 64	All-Star Baseball '99	Acclaim	84	Better than Griffey, with refined gameplay and better looks.	June 1998
17	Nintendo 64	B.i.o.F.r.e.a.k.s.	Midway	30 - 47 - 81	Easy play mechanics in a so-so fighter. Way too cheap.	June 1998
18	Nintendo 64	Banjo Kazooie	Rare	93 - 94 - 95	The Mario killer that set new standards for graphics on the 64.	July 1998
19	Nintendo 64	Bust-a-Move 2	Acclaim	85 - 32 - 77	A good game but shows it's age. Good for puzzle fans.	June 1998
20	Nintendo 64	Chameleon Twist	Sunsoft	90	A cool Mario-like game with 4 player modes.	January 1998
21	Nintendo 64	Chopper Attack	Midway	28 - 20 - 76	Very poor take on the "Strike' series. The aiming is way off.	July 1998
22	Nintendo 64	ClayFighter 63 1/3	Interplay	70	Average and extremely choppy fighter.	New Issue 0
23	Nintendo 64	Diddy Kong Racing	Rare	91	Combines fun in both Multi and 1 player modes.	December 1997
24	Nintendo 64	Fighter's Destiny	Genki	N/A	One of the other HORRIBLE fighters out there...	February 1998
25	Nintendo 64	Forsaken	Acclaim	83 - 76 - 85	4 player hovercraft deathmatch. Good, not great.	June 1998
26	Nintendo 64	Golden Eye 007	Rare	90	Still *the* multi-player game to beat on the 64.	Trial Issue 3
27	Nintendo 64	Jeopardy	GameTek	20 - 60 - 56	Rushed out product. Gametek's swan song. Bye guys.	March 1998
28	Nintendo 64	Ken Griffey Jr Baseball	Nintendo	80 - 52 - 65	Barely average baseball game from Nintendo.	June 1998
29	Nintendo 64	Mission:Impossible	Ocean	26 - 63 - 42	Poor game that baby-steps you thorugh the levels.	August 1998
30	Nintendo 64	Mortal Kombat 4	Midway	75 - 68 - 75	While missing CG cinemas, this looks better then the PSX.	July 1998
31	Nintendo 64	Multi-Racing Championship	Ocean	65	One of the earlier racers, below average.	Trial Issue 3
32	Nintendo 64	Nagano Winter Olympics	Konami	N/A	Winter Olympics. That about sums it up.	February 1998
33	Nintendo 64	NBA Courtside: Kobe Bryant	Nintendo	85	Above average ball game. Decent dunks though.	May 1998
34	Nintendo 64	NBA In the Zone '98	Konami	75	Shakey gameplay, slow speed, and terrible sound.	March 1998
35	Nintendo 64	NHL Breakaway '98	Acclaim	75	Slower then the PS version, but good team managment.	March 1998
36	Nintendo 64	Off-Road Challenge	Midway	14 - 32 - 12	Cruis'n USA with trucks. Yes, it's that bad.	August 1998
37	Nintendo 64	Quake	Midway	45 - 55 - 54	A no frills version of the PC game. SLow, and only 2 players.	April 1998
38	Nintendo 64	Quest 64	THQ	50 - 17	The other RPG on the system besides Zelda. Quest sucks.	July 1998
39	Nintendo 64	Rampage World Tour	Midway	68 - 60 - 68	A remake that goes into tedium faster then it's original.	May 1998
40	Nintendo 64	Robotron 64	Midway	70	A decent update to an arcade classic.	February 1998
41	Nintendo 64	Sno Board Kids	Atlus	67	Not a bad game, just not a good game.	February 1998
42	Nintendo 64	StarFox 64	Nintendo	92	Great but way to easy sequel to SNES game.	Trial Issue 1
43	Nintendo 64	Virtual Chess 64	Titus	35 - 2 -34	Sorely lacking chess game. NES's Battle Chess kills this.	July 1998
44	Nintendo 64	War Gods	Midway	35	Horrible, Horrible, god awful fighting game.	Trial Issue 1
45	Nintendo 64	Wetrix	Nintendo	86 - 90 - 76	Addictive puzzle game where you must stop running water.	July 1998
46	Nintendo 64	Wheel of Fortune	GameTek	80	Decent version of the game show.	December 1997
47	Nintendo 64	Yoshi's Story	Nintendo	83	An overly cute and pointless 2D platformer.	February 1998
48	Nintendo 64 (Import)	Masters '98	T & E Soft	N/A	Original version of Wailiae, but with Japanese courses.	May 1998
49	Nintendo 64 (Import)	Pokemon Stadium	Nintendo	N/A	Take your Japanese Pokemon and get ready to rumble...	August 1998
50	Nintendo 64 (Import)	Real Robots Spirits 64	Banpresto	17 - 52 - 13	Good lord, a terrible game based on old classic anime robots.	August 1998
51	NIntendo 64 (Import)	Star Soldier: Vanishing Earth	Hudson	21 - 35 - 40	A sad, sad version of a very cool game. Stick with the TG ver.	August 1998
52	Nintendo 64 (Import)	Virtual Pro 64	Asmik	N/A	Import WCW/NWO World Tour, with a lot more options.	March 1998
53	Nintendo 64 (Import)	Yuke Yuke Trouble Makers	Treasure	85	(Mischief Makers in USA) Okay 2D platformer.	Trial Issue 2
54						
55	Playstation	Ace Combat 2	Namco	88	Great Sequel, but too easy in parts.	Trial Issue 1
56	Playstation	Armored Core	From Software	86	Mechs, guns, Link up mode, sweet gameplay	December 1997
57	Playstation	Armored Core: Project Phantasma	From Software	80	Add On disc to the original with new missions.	January 1998
58	Playstation	Auto Destruct	EA	30	Bottom of the barrel scum adv. racer.	February 1998
59	Playstation	Azura Dreams	Konami	N/A	A decent RPG with an always changing dungeon	August 1998
60	Playstation	B.i.o.F.r.e.a.k.s.	Midway	22 - 25 - 80	True 3D gameplay slapped onto an extrememly cheap game.	June 1998
61	Playstation	Batman and Robin	Acclaim	N/A	Goo dlord, yet another horrible, horrible game....	August 1998
62	Playstation	Blasto	Sony	82 - 51 - 69	Decent action platformer. Phil Hartman's voice overs.	May 1998
63	Playstation	Bloody Roar	Raizing	84	3D fighters with Animal transformations. Cool.	December 1997
64	Playstation	Brave Fencer Musashiden	Squaresoft	93 - 88	Funky little samurai guy with an attitude action RPG.	August 1998
65	Playstation	Breath of Fire III	Capcom	24 - 80	An average RPG that takes too long to get into the story.	June 1998
66	Playstation	Crash Bandicoot 2	Naughty Dog	92	Cool sequel to Sony's mascot game.	December 1997
67	Playstation	Dead or Alive	Tecmo	92 - 70 - 80	A good 3D fighter with reversals and bounce. Sort of a 1.5 Ver.	April 1998
68	Playstation	Deathtrap Dungeon	Eidos	54 - 25	A lousy use of the Tomb Raider engine. Stay away.	May 1998
69	Playstation	Diablo	EA	N/A	PS port of the PC favorite. Slow moving, and boring.	May 1998
70	Playstation	Elemental Gearbolt	Alfa Systems	84	Beautiful yet flawed gun game. Incredible Music.	February 1998
71	Playstation	Final Fantasy Tactics	Square	99	A game all intelligent gamers should play.	January 1998
72	Playstation	Forsaken	Acclaim	77 - 87	4 Player death match on hovercraft. Good graphics and fast!	June 1998
73	Playstation	FOX Sports Golf '98	FOX	N/A	A very poor golf game. Stick with Hot Shots or PGA Tour.	July 1998
74	Playstation	G Darius	Taito	95	HUGE booses and killer power up systems. Nice!	May 1998
75	Playstation	Gex: Enter the Gecko	Crystal Dynamics	94 - 94 - 96	Very cool game. Lots of good stuff. Better then Gex 3.	March 1998
76	Playstation	Gran Turismo	Sony	95	A racing game like no other.	February 1998
77	Playstation	Gran Turismo (US)	Sony	87 - 88 - 86	The previous Grand Daddy of racing games. GT2 now reigns.	June 1998
78	Playstation	Guilty Gear	Arc	75 - 89 - 88	Wildly animated and fast paced PSX 2D fighter. Great.	August 1998
79	Playstation	Hot Shots Golf	Sony	82 - 97 - 84	Surprising underdog golf game. Still the best in terms of fun.	May 1998
80	Playstation	J. McGrath Supercross '98	Acclaim	78 - 78	An average dirt nike racer with a create-a-track options.	July 1998
81	Playstation	Jersey Devil	Sony	71 - 78 - 79	Average platformer with nothing really special.	July 1998
82	Playstation	Klonoa: Door to Phantomiele	Namco	100 - 96 - 99	One of the finest side scrolling adventures ever. Very fun.	April 1998
83	Playstation	MLB '99	Sony	87 - 93	Good gameplay and 'outside' features. Drafts too.	May 1998
84	Playstation	Mortal Kombat 4	Midway	74 - 92 - 77	An aquired taste, and the best MK since part II.	July 1998
85	Playstation	N2O Nitrous Oxide	FOX	40 - 55 - 97	Tempest-type game with great music.You either love or hate it.	July 1998
86	Playstation	NBA Live '98	EA Sports	98	An easy game to learn and has four levels of AI.	December 1997
87	Playstation	NBA Shoot Out '98	Sony	70	Average update to Sony's hoops. Stick with Live '98.	May 1998
88	Playstation	Need for Speed 3: Hot Pursuit	EA	81 - 60 - 80	EA finally does the series justice, but the game still lacks.	April 1998
89	Playstation	O N E	ASC Games	95	Graphically Impressive and really hard game.	January 1998

	System	Game Title	Company	Score	Comment	Issue
90	Playstation	Pitfall: Beyond the Jungle	Activision	85 - 74 - 91	A cool game to carry the Pitfall trademark.	April 1998
91	Playstation	Pocket Fighter	Capcom	95 - 93 - 74	Kid version of the Street Fighter and Vampire guys. Very Fun.	July 1998
92	Playstation	Point Blank	Namco	96 - 99 - 94	One of the best Light Gun games. Party style game.	May 1998
93	Playstation	Punky Skunk	Jaleco	N/A	Good for the small kids, otherwise it's a door stop.	March 1998
94	Playstation	Ray Tracers	THQ	72 - 70 - 70	Average at best sequel to Chase H.Q.	March 1998
95	Playstation	RayStorm	Taito/Spaz	93	2 Player shooter with great graphics.	Trial Issue 1
96	Playstation	Resident Evil 2	Capcom	96	RE2 surpasses the original Nifty.	February 1998
97	Playstation	Road Rash 3D	EA	32 - 83 - 79	A Far cry from the RR series. Only one player, no combat.	July 1998
98	Playstation	Shadow Masters	Psygnosis	72 - 71 - 80	Great Graphics and Ideas, but control makes you ill.	March 1998
99	Playstation	Skull Monkeys	Neverhill	N/A	Fun Mario-like game. Claymation style graphics.	March 1998
100	Playstation	Tactics Ogre	Atlus	N/A	Sequel to Ogre Battle, very good strategy RPG	May 1998
101	Playstation	Tekken 3	Namco	98 - 98	A near flawless version of the arcade game.	April 1998
102	Playstation	Tenchu: Stealth Assasins	Jaleco	N/A	Very cool stealth game. Controls are a bit rough.	March 1998
103	Playstation	Tenchu: Stealth Assasins	Sony	90 - 93 - 85	A Bloody, surreal ninja stealth game. Like Metal Gear SOlid.	April 1998
104	Playstation	The Granstream Saga	THQ	N/A	Decent RPG with anime cut scenes. Gets a little tedious.	July 1998
105	Playstation	Theme Hospital	EA	N/A	Control a hospital in this goofy simulation. Check it out.	May 1998
106	Playstation	Time Crisis	Namco	90	Cool gun game where you can dodge.	Trial Issue 2
107	Playstation	Tomb Raider 2	Eidos	92	A great sequel to ground breaking game	December 1997
108	Playstation	Tomba	Sony	94 - 79 - 84	The oddball - yet - cool action game. Also has a 3D sequel.	August 1998
109	Playstation	Triple Play '99	EA Sports	95	More detailed create-a-player, 1st person mode now.	March 1998
110	Playstation	Turbo Prop Racing	Sony	73 - 81 - 22	A somewhat average boating game with high difficulty.	August 1998
111	Playstation	Vigilante 8	Activision	79 - 92 - 89	Cool car-combat game with a 70's theme.	July 1998
112	Playstation	VR Baseball '99	VR Sports	55	Superior sound effects get lost in this poor baseball game.	June 1998
113	Playstation	WarGames	MGM	N/A	A fun war game where it's the tanks versus the mechs.	August 1998
114	Playstation	WCW Nitro	THQ	90	Good game marred only by horrible controls.	February 1998
115	Playstation	World Cup '98	EA Sports	96	Side sequel to Road to the World Cup '98. Excellent.	June 1998
116	Playstation	WWF Warzone	Acclaim	90- 84 - 78	Acclaim's highest point on the wrestling scale. Good game.	August 1998
117	Playstation	Xevious 3D/G+	Namco	81	Revamped Classic, with new modes.	Trial Issue 1
118	Playstation	X-Men Vs Street Fighter EX	Capcom	53 - 84 - 40	Missing Frames, slowdown, half the 'tag'. Bleah.	March 1998
119	Playstation	X-Men: Children of the Atom	Acclaim	47 - 40 - 40	Horrific Slowdown, so-so music. Don't Bother.	March 1998
120	Playstation	Bushido Blade 2	Squaresoft	89 - 75 - 86	Lack luster follow up to one of the few true 3D fighters	April 1998
121	Playstation	Parasite Eve	Square	85 - 92 - 95	Awesome blend of action and RPG. Just a bit short.	May 1998
122	Playstation	Rascal	Dreamworks	53 - 50 - 58	Horrible camera angles and dullness bog down this 3D game.	April 1998
123	Playstation	Risk	Hasbro	83 - 85	Cool conversion of the popular boardgame. New modes too.	June 1998
124	Playstation (Import)	3D Fighter Maker	Ascii	N/A	An in-depth game where you can build your own moves.	August 1998
125	Playstation (Import)	Cowboy Bebop		N/A	Terrible rip off of Star Fox with an Anime licence. Stay away.	June 1998
126	Playstation (Import)	DragonBall GT: Final Bout	Bandai	65	A Game with so many flaws it defies logic...	New Issue 0
127	Playstation (Import)	Final Fantasy VII	Square	100	The FF world's first trip into 3D, CD Format	Trial Issue 3
128	Playstation (Import)	Guilty Gear	Arc Systems	N/A	Incredibly animated 2D fighter with mid-fight fatalities.	July 1998
129	Playstation (Import)	King of Fighters '96	SNK	81	A good game that gets marred with long loading.	Trial Issue 2
130	Playstation (Import)	Lunar: The Silver Star Story	GSP	N/A	Beautiful remix of the classic Sega CD RPG.	June 1998
131	Playstation (Import)	Metal Slug	SNK	91	Cool Contra-esque game, decent port.	Trial Issue 2
132	Playstation (Import)	New Japan Pro Wrestling 3	Tomy	N/A	The third in the "Power Moves' series. Very good game.	May 1998
133	Playstation (Import)	Real Bout FF: Dominated Mind	SNK	N/A	Neat conversion of the Fatal Fury game, with PSX only boss.	July 1998
134	Playstation (Import)	Real Robots: Final Attack	Bandai	N/A	Virtual On Rip off. Terrible too.	March 1998
135	Playstation (Import)	Rival Schools	Capcom	N/A	Cool 3D Tag type game that came with a 2nd disc of goodies.	August 1998
136	Playstation (Import)	Samurai Shodown 1 + 2	SNK	N/A	Decent conversion of the cult classic fighters.	June 1998
137	Playstation (Import)	Sol Divide	Atlus	65 - 63 - 65	Decent shooter that's a bit too unbalanced in level structure.	August 1998
138	Playstation (Import)	Soukaigi	Square	N/A	Incredible music with an good adventure action game.	June 1998
139	Playstation (Import)	The King of Fighters '97	SNK	N/A	Much better sequel than KoF '96, with plenty of extras.	June 1998
140	Playstation (Import)	Tobal No. 2	Square	98	Excellent fighter with quest mode.	Trial Issue 1
141	Playstation(Import)	Bust-a-Move: Rythym and Dance	Enix	95 - 93 - 99	Addictive dance game where you must out groove yuor partner.	April 1998
142	Playstation(Import)	Gundam: The Battlemaster 2	Bandai	62 - 83 - 40	Okay 2-D fighter using the famous Gundam Robots	April 1998
143						
144	Saturn	Burning Rangers	Sega	N/A	One of the last Saturn games, and one of the best.	March 1998
145	Saturn	Manx TT SuperBike	Sega	82	One of the best Saturn Racers.	Trail Issue 1
146	Saturn	Panzer Dragoon Saga	Sega	91	One of the last Saturn games, and one of the greatest RPGs.	June 1998
147	Saturn	The House of the Dead	Sega	94 - 88 - 73	Killer gun game marred only by difficulty and poor graphics.	June 1998
148	Saturn (Import)	Astra Superstars	Sunsoft	N'A	2D aerial combat game similiar to Psychic Force.	August 1998
149	Saturn (Import)	Cyberbots	Capcom	84	Decent 2D Mech fighting game.	Trial Issue 2
150	Saturn (Import)	Dead or Alive	Tecmo	85	An, um....'bouncy' 3D fighter with reversals.	New Issue 0
151	Saturn (Import)	Dracula X	Konami	75 - 50 - 76	A poor conversion of the PSX code. More levels, but that's it.	July 1998
152	Saturn (Import)	Fatal Fury: Real Bout Special	SNK	85	Good addition to the aging series.	January 1998
153	Saturn (Import)	GunGriffon 2	Sega	84	An okay sequel that featured new play mechanics.	May 1998
154	Saturn (Import)	King of Fighters '97	SNK	86 - 76 - 80	A good conversion of a good update on SNK's 2D Fighter.	April 1998
155	Saturn (Import)	Macross: DYRL	Bandai	84	Decent side scrolling anime shooter.	Trial Issue 1
156	Saturn (Import)	Marvel Super Heroes	Capcom	90	Good conversion of a great arcade game.	Trial Issue 2
157	Saturn (Import)	Pocket Fighter	Capcom	76 - 80	A fun little SD romp through Capcom comedy. Over too soon.	August 1998
158	Saturn (Import)	Rabbit	EA	81	A bizarre 2D fighter with animal spirits. Decent.	Trial Issue 3
159	Saturn (Import)	Radiant SIlvergun	Treasure	N/A	Very sharp and hard spaceship shooter. An arcade conversion.	August 1998
160	Saturn (Import)	Savaki	???	N/A	Simplistic game play and 'eh' graphics in this kick boxer.	May 1998
161	Saturn (Import)	Thunder Force V	TechnoSoft	92	Side Scrolling 3D shooter; good challenge.	New Issue 0
162	Saturn (Import)	Vampire Savior	Capcom	82 - 59 - 99	The last in the Vampire series, and a great conversion.	May 1998
163	Saturn (Import)	X-Men Vs Street Fighter	Capcom	97 - 100 - 91	The landmark first 4 Meg Game. Arcade Bliss.	December 1997
164						
165	Turbo Duo (Import)	Dracula X: Rondo of Blood	Konami	N/A	An experience that no player should miss.	Trial Issue 1

Nascar Rumble

Codes Made & Tested on 3.2 Version Game Shark

1 Enable All Difficulity Levels	300B7135 0002
2 Enable Locales, Tracks, & Legend Drivers	
(GS 2.2 Or Higher Needed!)	50000D02 0000
	800B7136 0202

Railroad Tycoon 2

Codes Made & Tested on 3.2 Version Game Shark

1 Infinite Money	8015A8FA 7FFF

Tomba 2-The Evil Swine Return

Codes Made & Tested on 3.2 Version Game Shark

1E Enable Code (Must Be On)	D0011A10 FF52
	80011A1A 1000
1 Infinite Health	800E7FEE 0010
2 Max AP	800BF874 E0FF
	800BF876 05F5
3 Overall Time is 0:00:00	800BF878 0000

Road Rash-Jailbreak

Codes Made & Tested on 3.2 Version Game Shark

1 Infinite Health	800D5766 5A5A
2 Infinite Bike Damage	800D577C 4040
3 Have All Weapons [Note 1]	800D81E4 FFFF
	800D81E6 FFFF
4 Always Win [Note 2]	300D577F 0001
5 Infinite Nitro	300D81EC 000A
6 Stop Timer	800D5D48 0000

Note 1: With this code, in order to get it to work, you need to get one weapon, once you get it, then you will have them all.
Note 2: With this code, it always lets you win no matter what. Even though the game will say you lost, when you get to the stats screen, you will have won.

Marvel vs. Capcom-Clash of The Superheroes

Codes Made & Tested on 3.2 Version Game Shark

1 P1 Infinite Health	8007C124 0090
7 P2 Infinite Health	8007C534 0090
13 Infinite Round Timer	8007B832 6363
14 P1 Infinite Hyper Combo Gauge	8007C126 0090
15 P1 Hyper Combo Gauge Empty	8007C126 0000
16 P2 Infinite Hyper Combo Gauge	8007C536 0090
17 P2 Hyper Combo Gauge Empty	8007C536 0000
18 P1 Hyper Combo Level 0	8007C128 0000
19 P1 Hyper Combo Level 1	8007C128 0001
20 P1 Hyper Combo Level 2	8007C128 0002
21 P1 Hyper Combo Level 3	8007C128 0003
22 P2 Hyper Combo Level 0	8007C538 0000
23 P2 Hyper Combo Level 1	8007C538 0001
24 P2 Hyper Combo Level 2	8007C538 0002
25 P2 Hyper Combo Level 3	8007C538 0003
26 P1 No Hyper Combo Gauge	8007C126 0000
	8007C128 0000
27 P2 No Hyper Combo Gauge	8007C536 0000
	8007C538 0000
28 Unlock Everything	50000302 0000
	8007B72C FFFF
29 P1 Partner Infinite Health	8007C984 0090
35 P2 Partner Infinite Health	8007CD8C 0090
41 P1 Infinite Special Partner Attacks	8007C17A 0005
43 P2 Infinite Special Partner Attacks	8007CDE2 0005
47 P1 Quick Max Score	8007C168 FFFF
48 P2 Quick Max Score	8007C578 FFFF
64 Enter EX Mode (L1/R1/Select)	D0028808 0C01
	8007B6E8 0108

Smurfs

Codes Made & Tested on 3.2 Version Game Shark

1 Infinite Lives	800A2C9A 0003
2 99 Bonus Points	800A2C92 0063
3 Have 30 Quarter Moons	800A2C96 001E
4 Infinite Rattles	8009C66C 0063
5 Infinite Baby Bottles	8009C664 0063
6 Unlock All Levels	
(GS 2.2 Or Higher Needed!)	50000918 0000
	800A221C FFFF
7 Have All Quarter Moons Collected	
(GS 2.2 Or Higher Needed!)	50000A01 0000
	300C1FF1 0007
Unlock Level Codes	
8 Night Ride	800A221C FFFF
9 Underground Exploration	800A2234 FFFF
10 Snowbound	800A224C FFFF
11 On The Mountain Top	800A2264 FFFF
12 Alone In The Dark	800A227C FFFF
13 Ice Cave	800A2294 FFFF
14 The Diamond Mine	800A22AC FFFF
15 Splish Splash	800A22C4 FFFF
16 Gargamel's Castle	800A22DC FFFF
Have All Quarter Moon Codes	
17 Start of the Adventure	300C1FF1 0007
18 Night Ride	300C1FF2 0007
19 Underground Exploration	300C1FF3 0007
20 Snowbound	300C1FF4 0007
21 On The Mountain Top	300C1FF5 0007
22 Alone In The Dark	300C1FF6 0007
23 Ice Cave	300C1FF7 0007
24 The Diamond Mine	300C1FF8 0007
25 Splish Splash	300C1FF9 0007
26 Gargamel's Castle	300C1FFA 0007
28 All Levels Unlocked	
(GS 2.2 Or Higher Needed!)	3009C6F4 0009
	50000A18 0000
	800A221C FFFF

Boombots

Codes Made & Tested on 3.2 Version Game Shark

1 P1 Infinite Health	8009F7A0 0400
2 P1 No Health	8009F7A0 0000
3 P2 Infinite Health	8009F7A2 0400
4 P2 No Health	8009F7A2 0000
5 Enable All Characters	8009F820 FFFF
6 Enable All Levels	8009F822 FFFF
7 Max Power Bar P1	8009F7A4 0400
8 No Power Bar P1	8009F7A4 0000
9 Max Power Bar P2	8009F7A6 0400
10 No Power Bar P2	8009F7A6 0000

Broken Sword 2

Codes Made & Tested on 3.2 Version Game Shark

1 Have File Cabinet	3007FA3C 0001
2 Have Flint Statue	3007FA48 0001
3 Have Letter	3007FA58 0001
4 Have Pot	3007FA60 0001
5 Have Box Of Biscuits	3007FADC 0001
6 Have Short Wooden Handled Boat Hook	3007FAE8 0001
7 Have Beer Bottle	3007FAF0 0001
8 Have Metal Cone	3007FAF8 0001
9 Have Darts	3007FB00 0001
10 Have Flask Of Absense	3007FB04 0001
11 Have Lipstick	3007FB0C 0001
12 Have Newspaper Clippings	3007FB1C 0001
13 Have Bank Statement	3007FB28 0001
14 Have Lucky Piece Of Coal	3007FB70 0001
15 Have Worm	3007FC84 0001
16 Have Label	3007FD08 0001

K1 Grand Prix

Codes Made & Tested on 3.2 Version Game Shark

1 P1 Infinite HP	800DC434 0002
	800DC436 16A0
	800DC444 0008
	800DC446 16A0
2 P1 No Health	800E5EE0 0000
	800E5EE2 0000
3 P1 Infinite Rush	800E5EE6 0128
4 P1 No Rush	800E5EE6 0000
5 P1 1 Knockdown For TKO (P1 Will Win)	
(GS 2.2 Or Higher Needed!)	E00E61EA 0000
	300E61EA 0003
6 P1 Down Gauge Empty	800E5EF0 0000
7 P1 Down Gauge Full	800E5EF0 0096
8 P2 Infinite HP	800DC434 0002
	800DC436 12A0
	800DC444 0008
	800DC446 12A0
9 P2 No Health	800E61BC 0000
	800E61BE 0000
10 P2 Infinite Rush	800E61C2 0128
11 P2 No Rush	800E61C2 0000
12 P2 1 Knockdown For TKO (P1 Will Win)	
(GS 2.2 Or Higher Needed!)	E00E5F0E 0000
	300E5F0E 0003
13 P2 Down Gauge Empty	800E61CC 0000
14 P2 Down Gauge Full	800E61CC 0096
15 Infinite HP (Both Players)	800DC43E 2400
	800DC466 2400
16 Infinite Rush (Both Players)	
	800DCE2E 2400
17 Hit Anywhere (Both Players)	
	800DB902 2400
18 Infinite Action Points (L1/L2 - On + R1/R2 - Off)	
	D0059998 0005
	800D4EB6 2400
	D0059998 000A
	800D4EB4 0840
	D0059998 000A
	800D4EB6 AFA9
19 Max Training Points	800A7D76 0FFF

Parasite Eve 2 (IMPORT)

Codes Made & Tested on 3.2 Version Game Shark

1 Max HP	80074888 03E7
	8007488A 03E7
2 Max MP	8007488C 03E7
	8007488E 03E7
3 BP	8007487C 423F
	8007487E 000F
4 Max Exp	80074878 967F
	8007487A 0098
5 1 Fight 999 Exp	80114E76 03E7
	80115690 03E7
6 1 Fight 999 Bp	80115694 03E7
	80114E74 03E7
7 1 Fight 999 Mp	80115698 03E7
	80114E78 03E7
15 Max Attachments After Have 5 Block	8007375A 0505
	D007375A 0505
	8007375C 0505
17 Have Gunblade	D00722F4 0003
	80072FFC 0096

Bio Hazard-Gun Survivor(IMPORT)

Codes Made & Tested on 3.2 Version Game Shark

1E Enable Code (Must Be On)	D0017962 1040	
	80017962 1000	
1 Infinite Health	800A8974 00C8	
2 All Weapons & Ammo **[Note 1]**		
(GS 2.2 Or Higher Needed!)	80063D78 0A00	80063D96 0C05
	80063D7A 0011	80063D98 0006
	80063D7E 0A01	80063D9C 1007
	80063D80 000F	80063D9E 0001
	80063D84 0A02	80063DA2 0F08
	80063D86 000F	80063DA4 0001
	80063D8A 0A03	50000706 0001
	80063D8C 0008	80063DA8 000A
	80063D90 0B04	50000706 0000
	80063D92 0008	80063DAA FFFF
		50000F06 0000
		80063D7C 0000

Note 1: With this code, activate the code, die, and then save. Reboot and turn the code off.

Rescue Shot (IMPORT)

Codes Made & Tested on 3.2 Version Game Shark

1 Infinite Lives (Hbp)	80040E78 0003
2 Max A Glass Ball	800332C0 0063
3 P1 Infinite Bomb(Select)	D0032C70 0001
	80050E2C 6301
4 P1 Start At Max Score	D00332AC 0000
	800332AC E0FF
	D00332AE 0000
	800332AE 05F5
5 P1 & P2 Infinite Power	8014726C 0006
6 P2 Infinite Bomb(Select)	D0032C90 0001
	80050E3C 6301
7 P2 Start At Max Score	D00332B0 0000
	800332B0 E0FF
	D00332B2 0000
	800332B2 05F5
8 Infinite Life In Stage 1	D014726C 0005
	8014726C 0006
9 Infinite Life In Stage 2	D0157C38 0005
	80157C38 0006

ECW Hardcore Revolution

Codes Made & Tested on 3.2 Version Game Shark

P1 Codes	
1 Infinite Health	D00E0EC2 8006 / 800E10B2 0000
3 Infinite Time Out of Ring	D0038EC0 0098 / 800E0FA8 0350
P2 Codes	
11 Infinite Health	D00E2DA2 800E / 800E2F2A 0000
13 Infinite Time Out of Ring	D0038EC0 0098 / 800E2E20 0350
P3 Codes	
21 Infinite Health	D00E4BA6 800C / 800E4D26 0000
23 Infinite Time Out of Ring	D0038EC0 0098 / 800E4C1C 0350
P4 Codes	
31 Infinite Health	D00E69A2 800C / 800E6B22 0000
33 Infinite Time Out of Ring	D0038EC0 0098 / 800E6A18 0350
Misc. Codes	
41 Unlock Everything	800B18A0 00FF
	800B18A2 1000
42 Infinite Creation Points	800680D0 0000
43 Infinite Move List Space	800607E4 0001

Donkey Kong 64

Codes Made & Tested on 3.21 Version Game Shark
-From GSCCC:
Sorry For the lack of codes for this fabulous game, it seems that some want to keep the trainer to themselves and not give it to us, even tho we have a contract with them... *sigh*
Requires Zelda Keycode
1E Enable Code (Must Be On)
(GS 3.0 Or Higher Needed!) F1000204 27BD

F1000206 FFE4	F1000228 237B	F100024A A05F
F1000208 AFA8	F100022A FFFF	F100024C 375A
F100020A 0014	F100022C AF49	F100024E AE00
F100020C AFA9	F100022E 0000	F1000250 0340
F100020E 0018	F1000230 2108	F1000252 0008
F1000210 3C1A	F1000232 0004	F1000254 2400
F1000212 A05F	F1000234 1F60	81000204 3C1A
F1000214 375A	F1000236 FFFB	81000206 A05F
F1000216 AE00	F1000238 235A	81000208 375A
F1000218 3C08	F100023A 0004	8100020A AE00
F100021A A07C	F100023C 8FA9	8100020C 0340
F100021C 3508	F100023E 0018	8100020E 0008
F100021E 5C00	F1000240 8FA8	81000210 2400
F1000220 241B	F1000242 0014	
F1000222 0040	F1000244 27BD	
F1000224 8D09	F1000246 001C	
F1000226 0000	F1000248 3C1A	

1 Light Up Some Hidden Areas, Blue Light (Areas Like Intro, Etc.) 8065CC75 0001
2 Light Up Some Hidden Areas, Red Light 8065CC79 0001
3 Light Up Some Hidden Areas, Green Light 8065CC7D 0001
4 Flasher Kong (No... Not That Kind Of Flasher) 80722C5B 0001
5 Light Kong 80722D99 0001
6 Slightly Lighter Kong 80722DBD 0001
7 Tan Kong 80722CF1 0005
8 Slightly Tanned Kong 80722D5D 0001
9 Slightly Neon Kong 80722D85 0001
10 Strange Code [Note 2] 806F543B 0001
11 All Structure Props Are Invisible 80652629 0001
12 Kong Can't Sink In Water 806EC437 0001
13 Turn Air Above Water Into More Water! [Note 3] 806D0F1D 0001
14 Always Moonwalk/Strafe 806E061D 0001
15 Shallow Surfer Kong
(Jump In Shallow Water Then Surf Around The Shallows) 806F151D 0001
16 More Gravity, But Less When Falling [Note 4] 807535E9 0001
17 Lots More Gravity, But No Gravity When Falling 807535E8 0021
18 Normal Gravity, But More When Falling 807535E8 00FB
19 All Barrels/Cannons Off 806D10FD 0001
20 See Crevices Dividing Graphics 807428D1 0001
21 Some Effects Color Dark 80716145 0001
22 Get Hit By A Enemy, On Kong Isle,
Strange Screen Appears, Game Freezes 806F8D3B 0001
23 Able To See Secret Room In Kong Isle [Note 5] 806E1E5B 0002
24 Rock Crusher Kong! [Note 6] 806CA6B5 0001
25 Quick Snap Camera [Note 7] 806CB8CD 0001
26 Infinite Health 817FCC4C 041F
27 Infinite Oranges (Donkey Kong) 807FCC41 0096
28 Infinite Ammo (Donkey Kong) 807FCC45 0096

Note 1: The game may not recognize your game save correctly and thus it will look like your saved games are all erased. Just restart without gameshark and the game saves should be back.
Note 2: With this code, kill a bad guy in Kong Isle area, get melon piece it leaves, then large rock far left of Croc. Isle disappears totally (if u get 2 melon pieces in the area it will freeze).
Note 3: With this code, just dive your ass in the water, press "z" to go under, then swim up, up, up, and away! Code is area sensitive, so like the air above land won't be water, but under land is usually water, so while your on the water area's side just swim up straight real high, then basically fall toward where you want to be, hold the controller stick in the direction you want to fall toward, you can also go under land and swim, go off over a side(if you go to far over, it will send u back to start), press the view button it will take you down, you can then swim under land and do some cheats, in some places.
Note 4: With this code, don't enter K.Lumsy's room, on Kong Isle, while any gravity code is on, code will lose it's effect then.
Note 5: With this code, it is touchy, has only one use, restart game when done with code... jump into water, then head back toward the starting entrance, on Kong Isle, go under it then keep going straight, about the middle underneath the main island you'll run in to it, I guess it's not really much a secret room though.
Note 6: WIth this code, Kong busts through boulders! walk up to one and go through it and BOOM! Kong is one tuff mothe..r..f.. uh dude :)
Note 7: With this code, it may effect bonus games, kinda weird/ neat on diddy minecart, but don't like get hit by tnt on small closed track minecart game.

Tarzan

GS Pro 3.0 Or Higher Needed For This Game.
(F1 Code Type Needed)
Codes Made & Tested on 3.21 Version Game Shark

1E Enable Code (Must Be On)	F1044F60 2400
1 Infinite Coins	810DD230 0088
2 Infinite Health	811921C0 0120
3 Infinite Lives	800DD252 0009
4 Infinite Red Weapon	81192098 0063
5 Infinite Green Weapon	81192096 0063
6 Infinite Purple Weapon	8119209A 0063
7 Have All TARZAN Letters	810DD224 00F0

F1 World Grand Prix

Codes Made & Tested on 3.21 Version Game Shark

10 Have Gold Driver In Change Driver Option
8103EBB0 5059
8103EBB2 5249
8103EBB4 5445
11 Have Silver Driver In Change Driver Screen
8103EBB0 4348
8103EBB2 524F
8103EBB4 4D45

12 Activate Cheat Modifier 8103EF38 ????

Quantity Digits to Accompany Activate Cheat Modifier Code

0400 - Have Cheater's Special In Challange Mode Under File 4
8000 - Bonus Track That Runs Through A Hawaiian Volcano
8400 - All Of The Above

Hot Wheels-Turbo Racing

GS Pro 3.0 Or Higher Needed For This Game. (F1 Code Type Needed)
Codes Made & Tested on 3.0 Version Game Shark

1 Infinite Turbos P1	80118CFC 000A
2 Infinite Turbos P2	80119478 000A
7 Max Tournament Points	81124A16 00FF
8 Have All Tracks	81124A0E FFFF
9 Have All Cars & Cups P1	81124A0A FFFF
10 Have All Cars & Cups P2	81124B4A FFFF

Ridge Racer 64

Codes Made & Tested on 3.21 Version Game Shark

1 Infinite Time	811269CA 0700
2 Always Have 1st Place	81056444 0001

Grand Prix Mode Codes

3 Car Modifier	8113CF5A 00??
4 Track Modifier	8113CF6A 00??

Quantity Digits to Accompany Car Modifier Code
00 - F/A Racing
01 - RT Ryukyu
02 - PAC Racing
03 - RT Solvalou
04 - RT Pink Mappy
05 - RT Blue Mappy
06 - Galaga RT Prid's
07 - Galaga RT Carrot
08 - RT Bosconian
09 - RT Nebulasray
0A - RT Xevious Red
0B - RT Xevious Green
0C - Dig Racing Team
0D - Micro Mouse Mappy
0E - 13th Racing Kid
0F - White Angel
10 - Digipen Racing
11 - Assoluto Infinito
12 - Age Solo Supernova
13 - Atomic Purple
14 - Extreme Green
15 - Terrazi Terrific
16 - Lizard Nightmare
17 - Screamin' Eagle
18 - Ultra 64 (Full Stats)
19 - 00-Agent
1A - Galaga' 88
1B - Blinky
1C - Red Shirt Rage
1D - Crazy Canuck
1E - Caddy Car
1F - Pooka
20 - Trophy Room
21 - Ridge Racer Novice
22 - Revolution Novice
23 - Renegade Novice
24 - Ridge Racer Intermediate
25 - Revolution Intermediate
26 - Renegade Intermediate
27 - Ridge Racer Expert
28 - Revolution Expert
29 - Renegade Expert
2A - Ridge Racer Extreme

Quantity Digits to Accompany Track Modifier Code
00 - Ridge Racer Novice
01 - Revolution Novice
02 - Renegade Novice
03 - Ridge Racer Intermediate
04 - Revolution Intermediate
05 - Renegade Intermediate
06 - Ridge Racer Expert
07 - Revolution Expert
08 - Renegade Expert
09 - Ridge Racer Extreme

Earthworm Jim 3D
Codes Made & Tested on 3.20 Version Game Shark

1 Infinite Health	810C690E 0064
2 Infinite Lives	810C6912 0003
3 Infinite Ammo Blaster	810C6916 03E7
4 Infinite Ammo Rocket Launcher	810C6946 03E7
5 Infinite Ammo Banana Peel Bomb	810C6976 03E7
6 Infinite Ammo Laser	810C698E 03E7
7 Infinite Ammo Green Slimer	810C69A6 03E7
8 Infinite Ammo Chickens	810C69BE 03E7
9 Infintie Ammo Shotgun	810C69EE 03E7
10 Infinite Ammo Music Gun	810C6A06 03E7
11 Infinite Ammo Boomerang Knives	810C6A1E 03E7
12 Infinite Ammo Mushrooms	810C6A36 03E7
13 Max Green Marbles	810E9FF2 0064
14 Weapon Equipped Modifier	810C6A8E 00??

15 Weapon Select [Note 1]
(GS 3.0 Or Higher Needed!)

D10D4134 0820
810C6A8E 0000
D10D4134 0120
810C6A8E 0002
D10D4134 0420
810C6A8E 0004
D10D4134 0220
810C6A8E 0005
D10D4134 0810
810C6A8E 0006
D10D4134 0110
810C6A8E 0007
D10D4134 0410
810C6A8E 0009
D10D4134 0210
810C6A8E 000A
D10D4134 0830
810C6A8E 000B
D10D4134 0430
810C6A8E 000C

193 Have All Gold Udders
(GS 3.0 Or Higher Needed!)
50002802 0000
810C625A 0101

StarCraft 64 (Beta)

GS Pro 3.0 Or Higher Needed For This Game. (F1 Code Type Needed)
Codes Made & Tested on 3.0 Version Game Shark

1E Enable Code (Must Be On) F109B424 2400

1 Infinite Minerals Team 1	810B1716 FFFF
2 Infinite Minerals Team 2	810B171A FFFF
3 Infinite Minerals Team 3	810B171E FFFF
4 Infinite Minerals Team 4	810B1722 FFFF
5 Infinite Minerals Team 5	810B1726 FFFF
6 Infinite Minerals Team 6	810B172A FFFF
7 Infinite Minerals Team 7	810B172E FFFF
8 Infinite Minerals Team 8	810B1732 FFFF
9 Infinite Minerals Team 9	810B1736 FFFF
10 Infinite Minerals Team 10	810B173A FFFF
11 Infinite Minerals Team 11	810B173E FFFF
12 Infinite Minerals Team 12	810B1742 FFFF
13 Infinite Vespene Gas Team 1	810B1746 FFFF
14 Infinite Vespene Gas Team 2	810B174A FFFF
15 Infinite Vespene Gas Team 3	810B174E FFFF
16 Infinite Vespene Gas Team 4	810B1752 FFFF
17 Infinite Vespene Gas Team 5	810B1756 FFFF
18 Infinite Vespene Gas Team 6	810B175A FFFF
19 Infinite Vespene Gas Team 7	810B175E FFFF
20 Infinite Vespene Gas Team 8	810B1762 FFFF
21 Infinite Vespene Gas Team 9	810B1766 FFFF
22 Infinite Vespene Gas Team 10	810B176A FFFF
23 Infinite Vespene Gas Team 11	810B176E FFFF
24 Infinite Vespene Gas Team 12	810B1772 FFFF

DREAMCAST CODES

DANCE DANCE REVOLUTION 2ND MIX (Import)

All songs
At the title screen pick ARCADE MODE. When it says "Select Play Mode" Go to HARD and press RIGHT on the D-Pad 3 times. Then pick hard and dance the night away.
Submitted by Jack

Charicter and Arrow Select
At the title screen pick ARCADE MODE. When it says "Select Play Mode" press the analog pad in any direction to bring up the charicter select and arrow select screen.
Submitted by Jack

Select Vs, Double, Couple or Single Play Option
At the title screen pick ARCADE MODE while holding down the "B" button.
Submitted by Jack

Unlock Little, Mirror and Hidden Modes
At the title screen pick ARCADE MODE. Select any play mode (easy, normal or hard). Now at the song selection press the analog pad in any direction then do the following to unlock the diffrent play modes: To unlock "Hidden" press U,D,U,D,U,D,U,D To unlock "Mirror" press L,R.L.R.L.R.L.R To unlock "Little" press L,D,R,D,L,D.R.D,U You can then toggle them on or off by pressing left or right.

NHL2K
Special Wayne Gretzky Message
To pay your own tribute to The Great One, simply create a player using the name "Wayne Gretzky" to see the message "Thanks for the Memories" on the player photo area.

SNK vs Capcom: Macth of the Milenium (Neo Pocket Color)

All hidden characters
(Note: This cheat requires two Neo-Geo Pocket Color systems and a Neo-Geo link cable.) Collect all 300 cards in SNK vs. Capcom card battle mode. Then link card battle mode to another NGPC in millennium battle mode. Finding all 300 cards, millennium battle mode unlocks all hidden fighters and awards 5,000 vs. points.

Alternate costumes
Hold A while selecting a character.

Faster character selection
Successfully complete game on Gamer difficulty.

Fight Handicap matches
Select tag or team mode and on the character select screen, pick any character you want and then push "option". The computer will skip the second and/or third characters on your team to take you directly to a match with you going against two or three opponents!

Crazy Taxi

Another Day Mode
Press R at the driver select screen, then press and hold R again while you select your crazy cabbie of choice. You will now see the words "Another Day" appear on screen, followed by a car horn. This will change the game slightly with new fare locations and altered starting positions.

Expert Mode
To switch off both Destination Markers and Arrows, press and hold L+Start and R+Start right before the driver select screen appears. This will switch you to Expert Mode.

Extra "CRAZY BOX" Levels (Japanese version)
To receive an extra level in the "Crazy Box" section of the game then play Arcade mode and get a "S" licence with each of the 4 characters. Now when you enter the "Crazy Box" section of the game you will be given an extra level called "Crazy Party". Also if you successfuly clear the standed "Crazy Box" levels then you will be rewarded 3 new extra levels including a "Crazy Bowls" level.

No Arrows
This code allows you to play without arrow markers. To do the trick press and hold R+Start before the driver select screen appears. If you did it correctly, the message "No Arrows" will appear. This will switch off the directional arrows.

No Destination Mark
Want to switch off the green destination markers that appear around your targets? Just press and hold L+Start before the driver select screen comes up. If you did it correctly, the message "No Destination Mark" will appear.

Under Water Passenger
There is a way in the game to pick up a snorkeling fare under the water. Here's the directions:
1. Drive striaght and pick up the first orange person right in front of you.
2. After you get to her destination, to the left by the wall there is a yellow person, she will want to go somewhere by the beach.
3. After you get her to her destination, you will be right next to the beach and you will see the green marker for someone under the water, drive right in and pick her up!!!

Unlock cars and bike
At the character selection screen, quickly press L, R, L, R, L, R. Then, select a character to drive a bike instead of a taxi. Alternatively, complete all sixteen Crazy Box levels to unlock the Special Taxi for each character, which is selectable in crazy box, arcade, or original modes. To select the bike in crazy box mode, scroll to the right of Gus at the character selection screen. To select the bike in arcade or original mode, press Up at the character selection screen.

View Change and Speedometer
Plug a controller into controller port 3, then press the Start button on that controller after you started a game in Original or Arcade mode. You can toggle to a first-person view by pressing B (switch back to normal view with A), get an alternate viewing angle with Y, or tap X five times to bring up a speedometer display.

Legacy of Kain:Soul Reaver

Aerial Reaver
Pause game. Hold L and R, and press A, Right, Up (x2), Y, Left (x2), Right, Up.

All abilities
Pause game. Hold L and R, and press Up (x2), Down, Right (x2), Left, B, Right, Left, Down.

Fire Reaver
Pause game. Hold L and R, and press Down, Up, Right, Up, Down, Left, B, Right, Down.

Force Glyph
Pause game. Hold L and R, and press Down, Left, Y, Down, Up.

Kain Reaver
Pause game. Hold L and R, and press A, B, Right, Y, Left (x2), Right, Up.

Maximum health upgrade
Pause game. Hold L and R, and press Right,B, Down, Up, Down, Up.

Maximum magic upgrade
Pause game. Hold L and R, and press Y, Right, Down, Right, Up, Y, Left.

Open all warp gates
Pause game. Hold L and R, and press Up (x2), Down, Right (x2), Left, B, Right, Left, Down.

Restore health
Pause game. Hold L and R, and press Down, B, Up, Left, Up, Left.

Restore magic
Pause game. Hold L and R, and press Right (x2), Left, Y, Right, Down.

Sound Glyph
Pause game. Hold L or R, and press Right (x2), Down, B, Up (x2), Down.

Stone Glyph
Pause game. Hold L and R, and press Down, B, Up, Left, Down, Right (x2).

Sunlight Glyph
Pause game. Hold L and R, and press Left,B, Left, Right (x2), Up (x2), Left.

Upgrade health to next level
Pause game. Hold L and R, and press Right, A, Left, Y, Up, Down.

Water Glyph
Pause game. Hold L and R, and press Down, B, Up, Down, Right.

Street Fighter EX 2 Plus

EX options:
Highlight the "Options" selection at the main menu. Then, hold Select and press Start.

Fight as Garuda:
Complete all combo sets up to Vega/M. Bison. Then, advance through Vega's/M. Bison's combo set until a message that states that a hidden character has been enabled appears.

Fight as Shadow Geist:
Complete Garuda's combo set. A message will confirm correct code entry.

Fight as Kairi:
Complete Shadow Geist's combo set. A message will confirm correct code entry.

Fight as Hayate:
Complete Kairi's combo set. A message will confirm correct code entry.

Maniac mode:
Complete Vega's/M. Bison's combo set to unlock the "Maniac mode" option on the practice menu. A message will confirm correct code entry.

Extra bonus game modes:
Complete Hayate's combo set. A message will confirm correct code entry. An "Extra Bonus Game Mode" option will be unlocked with arcade mode, excel break and satellite fall.

WWF SMACKDOWN

Enter another part of the arena
To access other areas in the arena, press circle (Irish Whip) near the entrance of the center area.

Secret Wrestlers in Season Mode
To unlock secret characters, you must play season mode for that # of years.
Ivory (after 1 year)
Prince Albert (2 years)
Jacqueline (3 years)
Viscera (4 years)
Mideon (6 years)
Gerald Brisco (7 years)
Pat Patterson (8 years)

MARVEL VS. CAPCOM EX EDITION

Choose Onslaught
To play as Onslaught, beat Onslaught in the Arcade Battle mode. You'll be able to access him right under Wolverine.

Play as Dark Zangief
Highlight Zangief at the character selection screen. Hold select and press any action button. You should now be using Dark Zangief.

Play as Evil Ryu
To play as Evil Ryu you must hold on start and press L1 and R1 and you can play as Evil Ryu at any mode.

Road Rash Jailbreak

Hint: Wheelie over cars:
Press X(2) to accelerate twice to wheelie over cars. Note: Do not attempt to wheelie over trucks

Play as Gold War Machine
Finish the game with War Machine then press up at Zangief.

Play as Lilith
Finish the game with Morrigan then press down at War Machine.

Play as Orange Hulk
Finish the game with Hulk then press up at Ryu.

Play as Red Venom
Finish the game with Venom then press up at Chun Li.

Play as Roll
Finish the game with Megaman/Rockman then press right at Megaman/Rockman.

Play as Shadow Lady
Finish the game with Chun Li then press down at Gambit.

Secret stage at Honda's Bathouse
First select Spider-Man or Venom as your character. Then while at the match execute a web throw and throw your opponent at the right side 2 times. At the second time the wall will break up. There you will find E.Honda's old stage.

Colin Mcrae Rally

Enable all tracks:
Enter OPENROADS as a name. Then, begin game play in rally or time trial mode under the expert difficulty level.

Enable all cars:
Enter SHOEBOXES as a name. Then, begin game play in rally or time trial mode under the expert difficulty level.

Green jelly car:
Enter BLANCMANGE as a name. Then, begin game play in rally or time trial mode under the expert difficulty level to race in a wobbly car.

Wavy car:
Enter MAGFLOAT as a name. Then, begin game play in rally or time trial mode under the expert difficulty level to race in a wobbly car.

Fog mode:
Enter PEASOUPER as a name. Then, begin game play in rally or time trial mode under the expert difficulty level.

Four wheel steering:
Enter TROLLEY as a name. Then, begin game play in rally or time trial mode under the expert difficulty level.

Rear wheel steering:
Enter FORKLIFT as a name. Then, begin game play in rally or time trial mode under the expert difficulty level.

Turbo mode:
Enter MOREOOMPH as a name. Then, begin game play in rally or time trial mode under the expert difficulty level and press Select.

Continually tap X, Circle to accelerate:
Enter BUTTONBASH as a name. Then, begin game play in rally or time trial mode under the expert difficulty level.

Turbo jumps:
Enter KITCAR as a name. Then, begin game play in rally or time trial mode under the expert difficulty level. Press Select when the bottom bar in the center of the screen is green.

Low gravity:
Enter MOONWALK as a name. Then, begin game play in rally or time trial mode under the expert difficulty level.

Customizable replay:
Enter DIRECTORCUT as a name. Then, begin game play in rally or time trial mode under the expert difficulty level and wait after the race for the replay.

Nicky Grist drives:
Enter BACKSEAT as a name. Then, begin game play in rally or time trial mode under the expert difficulty level. Switch to the interior view to see Nicky Grist.

High-pitched Nicky Grist comments:
Enter HELIUMNICK as a name. Then, begin game play in rally or time trial mode under the expert difficulty level.

Faster frame rate:
Enter SILKYSMOOTH as a name. Then, begin game play in rally or time trial mode under the expert difficulty level.

Driver on right side in cockpit view:
Enter WHITEBUNNY as a name. Then, begin game play in rally or time trial mode under the expert difficulty level.

All tracks at night:
Enter NIGHTRIDER as a name. Then, begin game play in rally or time trial mode under the expert difficulty level. Note: Drive down previously blocked roads at night to get abducted by a UFO.

Disable collision detection:
Enter GHOSTRIDER as a name. Then, begin game play in rally or time trial mode under the expert difficulty level.

Reversed tracks:
Enter SKCART as a name. Then, begin game play in rally or time trial mode under the expert difficulty level.
Information in this section was contributed by Gonzales.

Metallic cars:
Enter TINFOILED as a name. Then, begin game play in rally or time trial mode under the expert difficulty level.

Micro machine mode:
Enter DIDDYCARS as a name. Then, begin game play in rally or time trial mode under the expert difficulty level.

Hovercraft mode:
Enter HOVERCRAFT as a name. Then, begin game play in rally or time trial mode under the expert difficulty level.

Pursuit mode:
Pause game play and press [Triangle + Square + Circle] six times, then press [L1, L2, R1, R2] six times. for another 6 times. Nicky Grist will say "Alright lets kick it" to confirm correct code entry

Earthworm Jim 3D

Play as Earthworm Kim
To play a much harder version of the game as Earthworm Kim, collect 1,000 marbles and complete the game with a Smart Superhero rank.

Small Jim
To make Earthworm Jim small, hold Z and press C-Up, C-Down, and then Left at the title screen.

Namco Museum

Double Galaga ships
Okay when playing galaga wait for one of the birds to do there blue beam attack and fly into it, the your ship will be captured now when that bird starts to fly down shoot it and not your ship it will come back down and you will have two ships!

Galaga - Disarming Enemies
Just as in the arcade game, the Nintendo 64 version has the same cheat. In stage one, allow all enemies to get into formation, the bottom left-hand bee is the key to the cheat. Kill all of the other enemies except for him. After eliminating everyone except for him, place your ship in the bottom right hand corner. Allow him to fly around and attempt to bomb you. After one pass with him not firing, allow him to pass again and if he is still not firing shoot him during this second pass. This will take approximately 15 minutes. This will disarm enemies for the rest of the game.

Pole Position - Starting Tip
Here's a cool tip to start a race. When the race starts, start in low gear. Then wait a few seconds until you reach 160k/

Roadsters

$1,000,000
Rename any character to "EasyMoney". (The announcer confirms correct entry by saying, "Congratulations!")

$250,000
Rename any character to "fastBUCKS". (The announcer confirms correct entry by saying, "Congratulations!")

All classes
Rename any character to "Gimmie ALL". (The announcer confirms correct entry by saying, "Congratulations!") r

High-pitched commentary
Rename any character to "Smurfing". (The announcer confirms correct entry by saying, "Congratulations!")

Mario Party 2

Ability to purchase Battle mini-games
Successfully complete the Mini-game Rollercoaster under hard difficulty for an ability to purchase Battle mini-games from Woody.

Ability to purchase Item mini-games
Successfully complete the Mini-game Rollercoaster under normal difficulty for the ability to purchase Item mini-games from Woody.

Bowser Land
Successfully complete all five original boards. Baby Bowser will kidnap Toad and tell you to go to Bowser Land.

Character cheers
Press L while on a board to hear your character cheer.

Credits machine
Successfully complete all courses in Bowser Land, then visit the options laboratory.

Driver's Ed mini-game
Purchase all eight Battle mini-games, then go to the Mini-game Park.

Dungeon Dash mini-game
Successfully complete Mini-game Rollercoaster at normal difficulty.

Extra coins
Successfully complete Mini-game Rollercoaster under easy difficulty. Toad will reward you with 100 coins and 100 additional coins for any extra lives remaining and all of the coins that are left over.

Mini-game Rollercoaster
Purchase all mini-games (2 vs. 2, 3 vs. 1, and 4 vs. 4) from Woody to unlock the coaster mini-game. Coaster mode allows all of the mini-games to be played in an adventure.

Mini-game Stadium (Battle mode)
Purchase at least three games in each category.

Mini-game Stadium (Duel mode)
Play all six Duel mini-games during regular board games.

Mini-game Stadium (Trial mode)
Purchase at least three games in each category.

Rainbow Run mini-game
Purchase all item and battle mini-games then visit mini-game park to get this mini-game from the pirahna plant chasing a butterfly.

ECW Hardcore Wrestling

Big Feet Mode
Beat career mode with Balls Mahoney.

Big Hand Mode
Beat career mode with Jason.

Big Head Mode
Beat career mode with Rhino.

Custom Wrestler Textures
Beat career mode as Tommy Dreamer.

Ego Mode
Beat career mode as Chris Chetti.

Fat Man Mode
Beat career mode as Spike Dudley.

Hangman Mode
Beat career mode as Sal E. Graziano.

Headless Mode
Beat career mode with Taz.

Little Head Mode
Beat the career mode with Roadkill.

Play as Beulah McGillicutty.
Play the career mode and win the ECW World Tag Team belt.

Play as Bill Alfonso.
Beat career mode with Rob Van Dam.

Play as Cyrus the Virus
Play the career mode and win the ECW World TV belt.

Play as Joel Gertner
Play the career mode and win the Acclaim belt.

Play as Joey Styles
Play the career mode and win the Acclaim belt.

Play as Judge Jeff Jones.
Beat career mode with Mike Awesome.

Play as Louie Spicolli.
Play the career mode and win the ECW World Heavyweight belt.

Play as Taz
Play the career mode and win the ECW World Heavyweight belt.

Play as The Sheik.
Play the career mode and win the ECW World Tag Team belt.

Play as Tommy Rich
Play the career mode and win the ECW World TV belt.

Play as the Jobbers.
Defend the ECW World Heavyweight belt five times.

Random Head Mode
Beat career mode as Louie Spicolli.

CLASSIC RAVE

Fill in The Gaps in Your Game Rave Collection!

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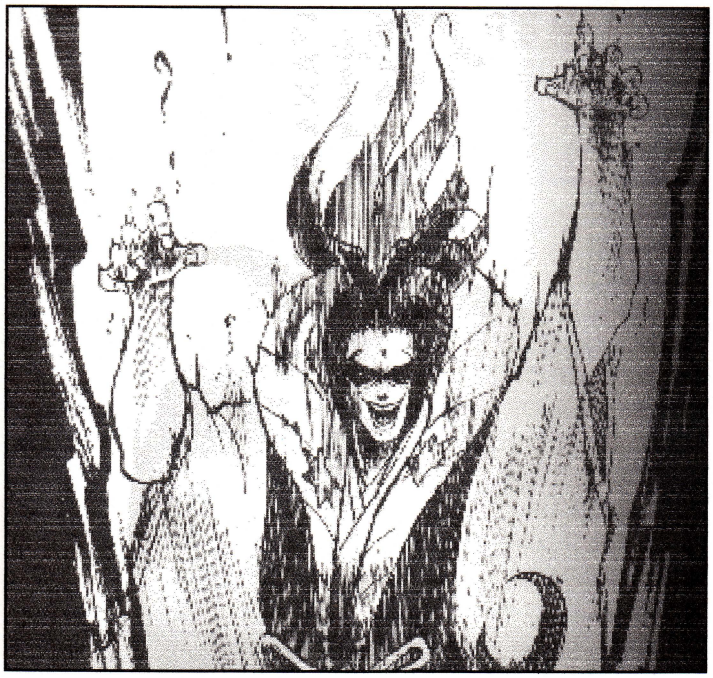

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